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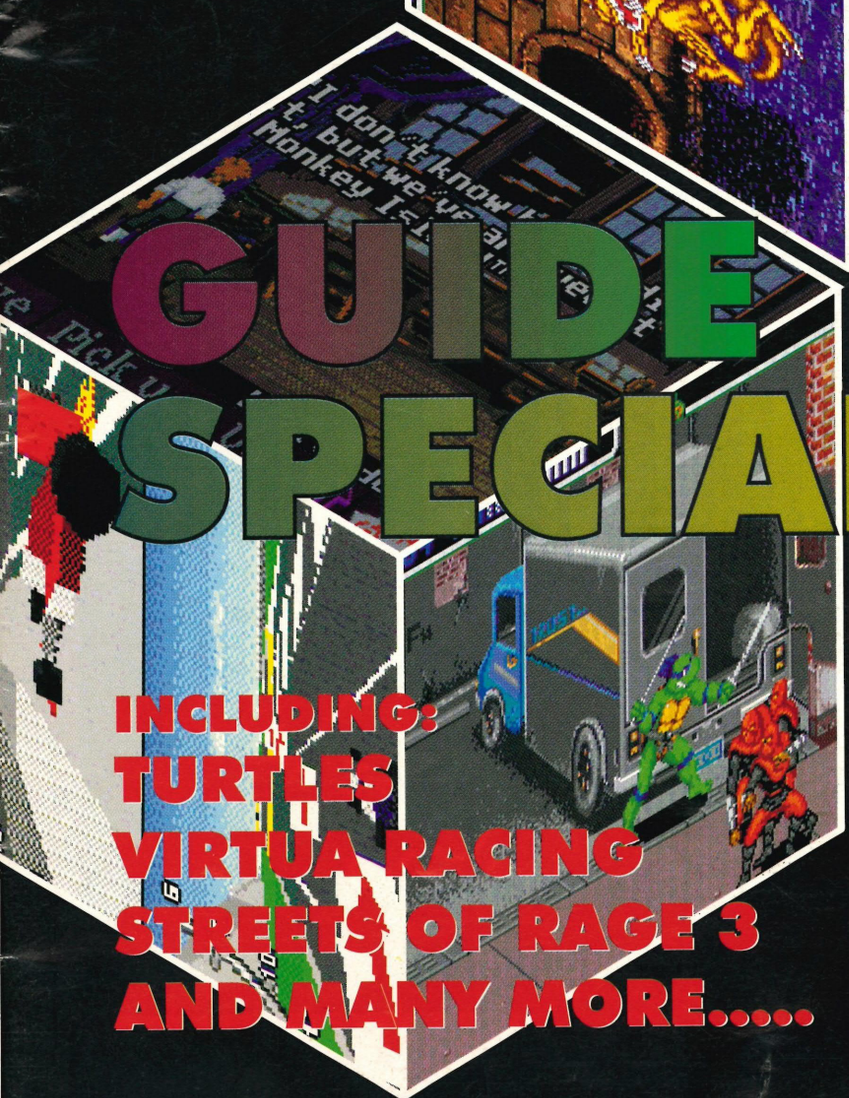

GUIDE SPECIAL

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STREETS OF RAGE 3
AND MANY MORE.....

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ISSUE 43

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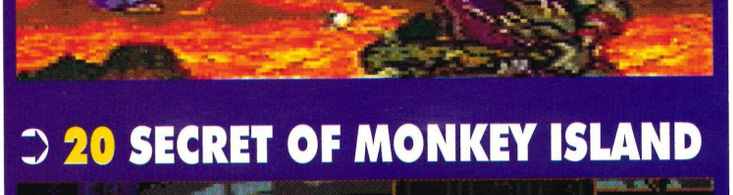

MEGATECH

Rampage PRODUCTIONS

TIP FOR THE MONTH :

IF YOU WANT TO GET CHEAP BEER IN YOUR LOCAL PUB, WHY NOT MENTION THE NAMES OF ALL THE BARMAIDS FOR ABOUT THREE MONTHS, THEN SIT BACK AND WAIT.

N.B. IT DOESN'T WORK.

BUT HELLO ANYWAY TO:

ALEX

CAROLINE

DEBBIE

EMMA

JO

LUCY

RACHEL

SALLY

VIRGINIA

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TECHNIQUE ZONE

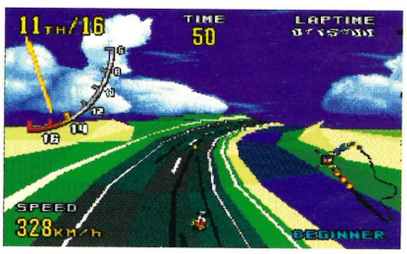
Virtua Racing is undoubtedly the best racing game to grace any 16-bit console to date. In the following pages we present a walk through on how to beat each track in normal mode and thus activate the little cheat (listed elsewhere in the magazine) that will allow you to play the game in mirror mode. Good old Jag managed to skive off for three whole days compiling this little guide. Was it worth it? You be the judge...

VIRTU

THE BEGINNER COURSE

This is the first and possibly the easiest course and as such should be treated as an experimental course for finding your way around the controls. This walk-through is intended for players using the automatic gears option and not the smart-arse manual selection.

From what we can tell so far, this course is best tackled using the floating view of the car. Opposing cars offer minimum harassment and irritation except when lapped. Only then can they hamper your movement but nothing too serious is likely to be encountered. A large percentage of this track can be negotiated at full speed and the brakes should never really need to be used. Good luck



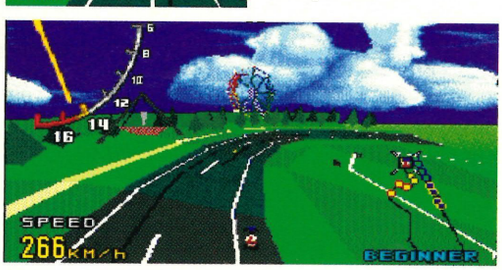
This corner is very flat and as such should be taken at full speed. Keep as close to the inside as possible

Keeping to the inside, take this first bridge at full pelt. You should have attained at least sixth place by now

Here you are in the pits. You can't mess this stage up so rev up the engine to maximum and get ready to go

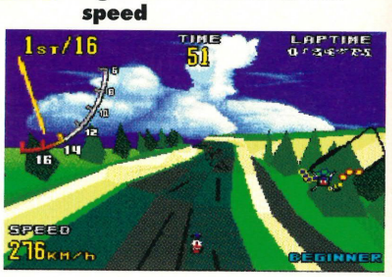
Over the line we go – in first place...hopefully!

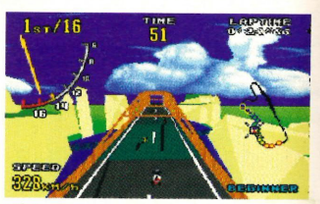
Use the same tactics on this corner that you used for the previous one. Do not use the brakes, simply ease up on the speed



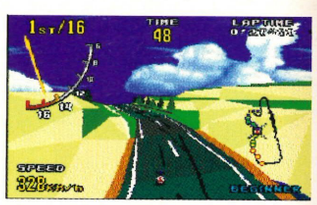
When you hit this bend take your finger from the accelerator and allow the natural momentum of the car to carry you around the corner. If the car slips, hit the speed button again and this will keep the car on the track

This is the first of the tricky corners and it should be taken at full speed. However when it is cleared, ease up on the speed





Take the next bridge at full speed



Yet more full speed at this small bend

The first of three large corners. Hug the inside of the track and keep the speed at full

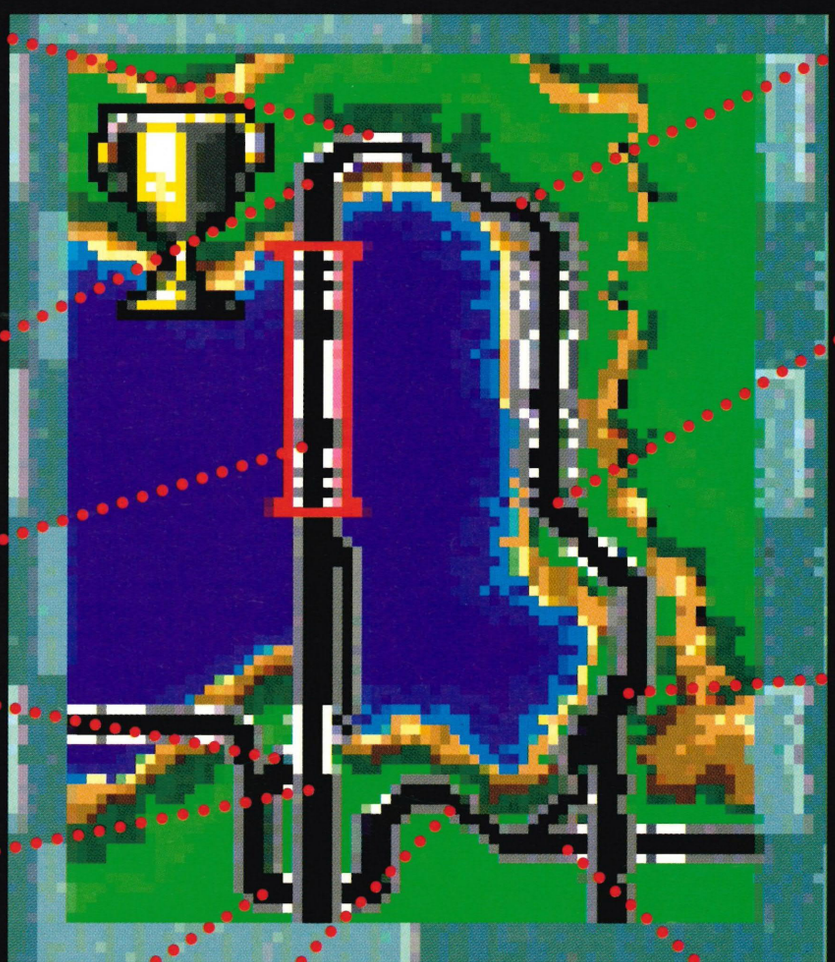
Hug the inside of the track again and travel at full speed

JA RACING

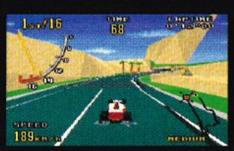
THE MEDIUM COURSE

In my opinion this is the most difficult by far of the three courses for a number of reasons. The first and foremost reason is your starting position – which is 16th out of a possible 16 starters! It's trouble from the start as you tussle with another 10 or so cars to get into a leading position. If you fail to get into at least sixth position in this early battle, the chances are you will never complete the race. The best way around this problem is rather obvious – take it easy on the speed and simply keep an eye on the car in front.

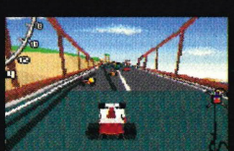
Once you have managed to bypass the chasing pack and you are free from any other cars cluttering the track, you can then get down to the real business of catching the leaders. However, once the immediate problem of attaining a pole position is solved there lies another even larger task ahead – the safe negotiation of the many very tight corners and keeping on the single-lane track that makes up the majority of this course. As with the Beginner course, use the float view when racing on this track.



Keep the pressure up – don't let your speed slip as you enter the small tunnel



Keep your foot down as you hit this bend



The long bridge run. Full speed ahead (erm...)

It's under the flyover to the start line

Kick off, start or whatever

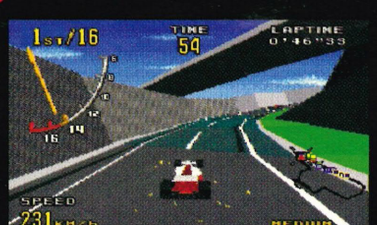
This corner and the next can be taken at full speed. Then it's onto the straight

Slow down when you hit here. The barriers are not as solid as they appear. Get ready to take the next very tight corner

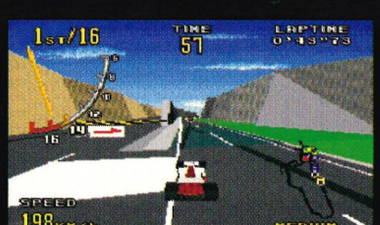
Keep your eyes to the right and be ready to hit the single lane. Easy on the speed

Around the corner and into the straight

This bend can be taken if you stick to the left-hand side of the track



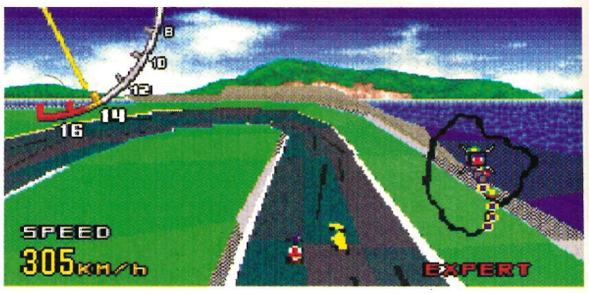
You're now into the rock pass which can be taken at full speed, but get ready for some fancy driving



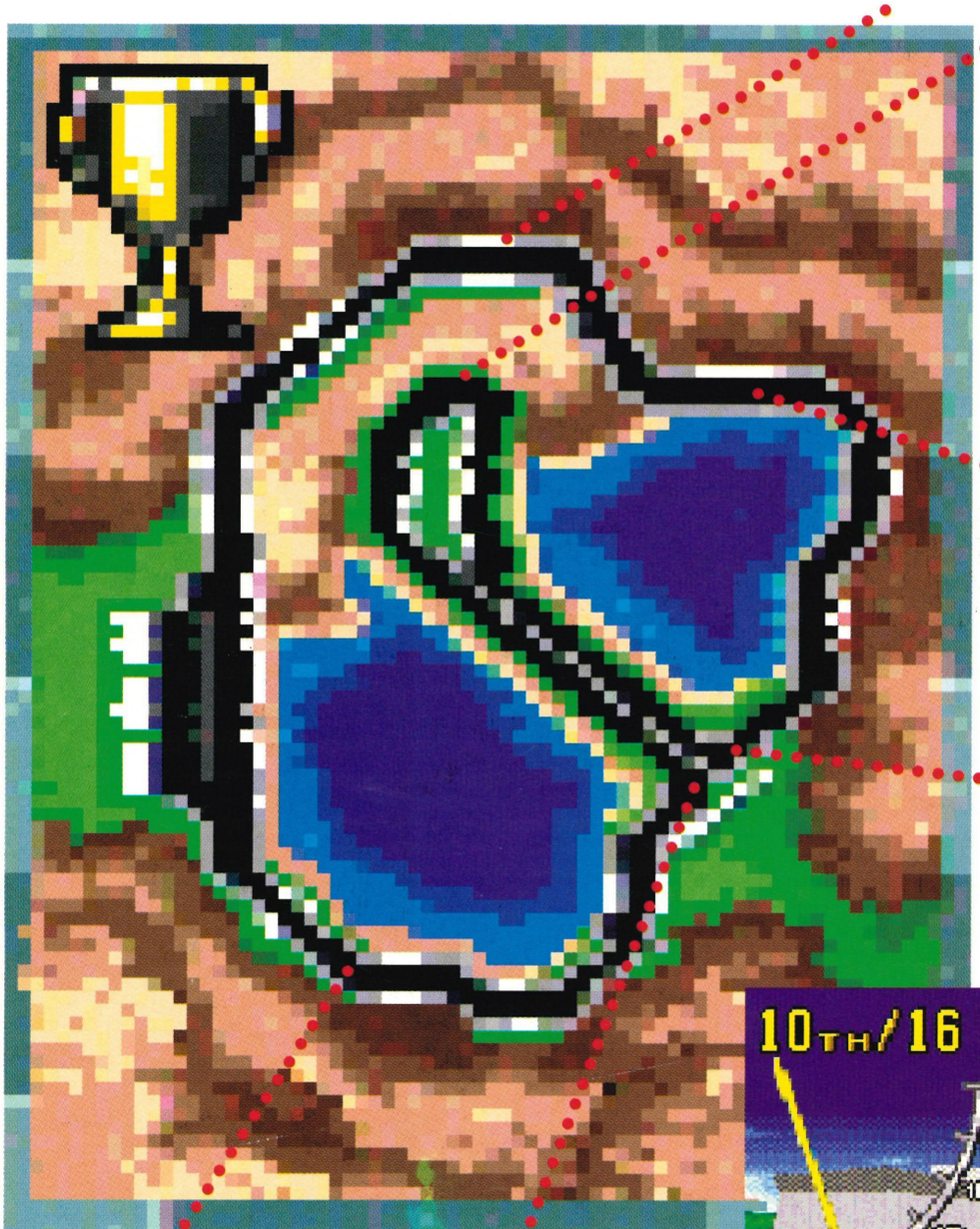
TECHNIQUE ZONE

THE EXPERT COURSE

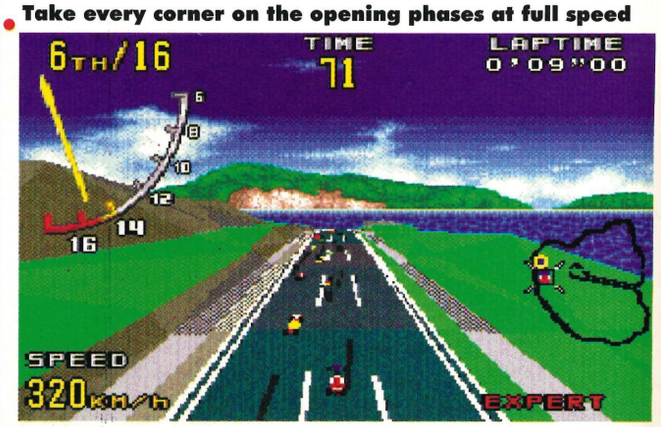
I found that this course is by no means the most difficult and is also the most pleasurable to race on. None of the simplicity of the Beginner course or the frustration of the Medium course is present – all you'll find is great racing. The majority of the course can be taken at full speed, but the tight twists require skilful braking and handling of the car. Graphically this course is the most impressive which is lucky because I find the best way to win here is to use the overhead view. Once again there will be a considerable amount of jostling for a leading pack position, so make sure you are up there or once again you will be banished to a dismal fifth or sixth place, or even worse not finish the race at all.



Another very bad corner – hit it at full speed, jam on the brakes and drag the car around, hugging the inside of the track



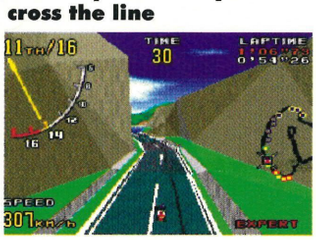
Take every corner on the opening phases at full speed



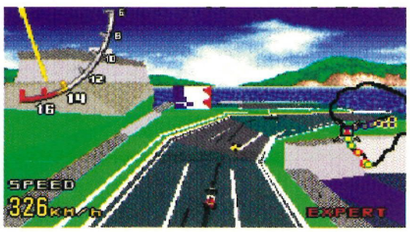
The first checkpoint – have you made up a little time perchance?

This area is known in the office as Sonic Corner and is the first of two notorious crash black spots. Approach this at full speed but brake as soon as you hit the corner and pull round. Opinion in the office differs on this, but I have won the race many times and beaten Rich on a one-to-one so I reckon I'm pretty qualified to comment. Yes, I put my hands up and say I've seen it done, but with such a high rate of failure, this method isn't highly recommended

The same applies here as the previous stretch – go at full speed until you cross the line



After the small encounter it's plain sailing all the way as we hit the rocky pass. Full speed all the way



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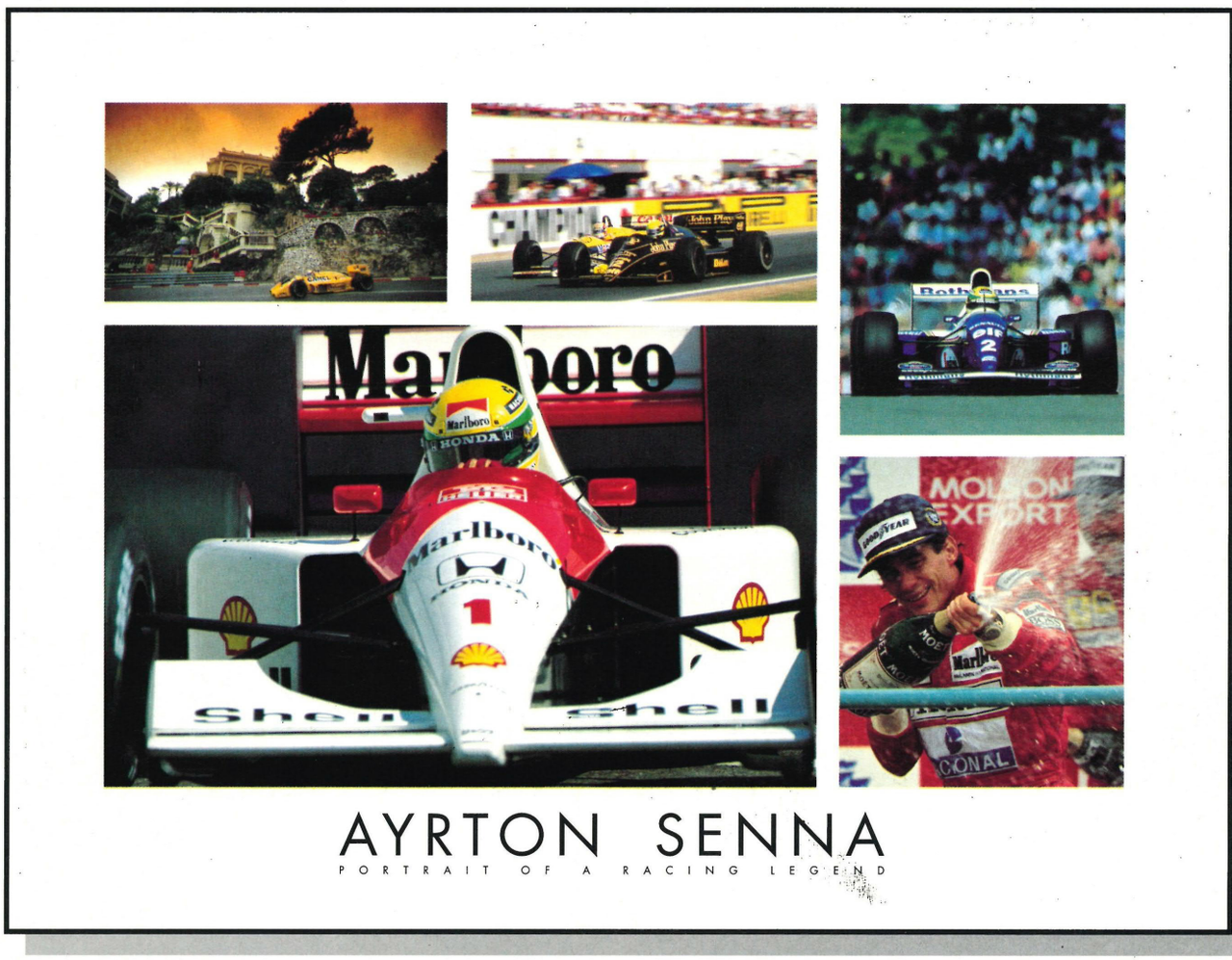

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TECHNIQUE ZONE

STREETS

If you like your action hard and fast then Streets Of Rage III is the game for you. With more opponents than you can shake a stick at and an equal amount of weapons and moves to use, this is a beat'em-up fan's ultimate dream and one of the best games on the Mega Drive at the moment. The game starts off with four characters and a fifth can be picked up along the way. Each one has their own plus and minus points, but if you want to know how to handle them all under any circumstances then read on...

AXEL

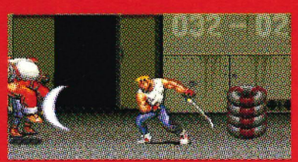
Axel is by far the best of the bunch. He may be a bit slow but he is fairly strong and agile.

▲ After killing a certain amount of bad guys a star will appear underneath your energy bar. Pressing forwards twice and then B will now produce a different, more powerful uppercut. Get two stars under the name and Axel can then do this devastating spinning punch.

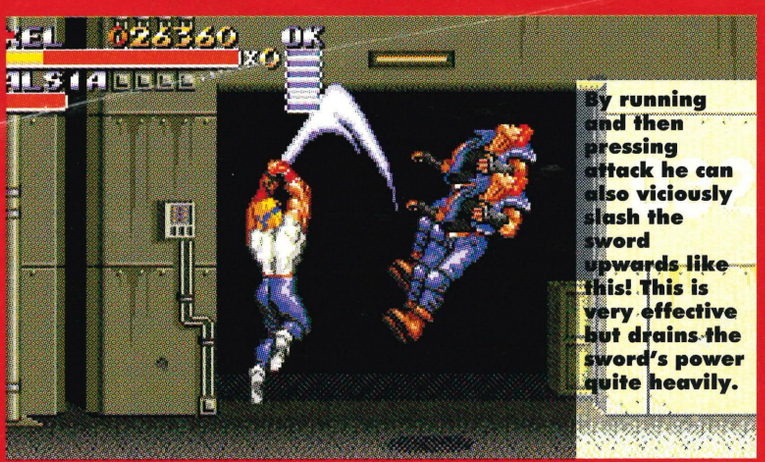
▼ Press forwards twice quickly to get Axel to run. Press B and he will perform a staggering uppercut. This means that if there is nothing going on you can just run along the level until you meet a bunch of attackers and just steam in there with a flaming punch! Most of the time this knocks them all over, even on the hardest difficulty level.

◀ Pressing the special move button while pushing forwards causes Axel to throw a flurry of powerful punches. Always make sure you only do this when the special meter is full so that he doesn't lose any energy.

▲ Simply pressing A causes Axel to do this move which looks great but isn't really that hot. Only do this in emergency situations.



▲ All the characters can use the weapons but did you know the weapons have special properties as well? When Axel has the Katana, press A and he will release a staggering energy bolt.

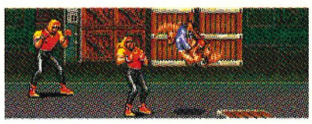


By running and then pressing attack he can also viciously slash the sword upwards like this! This is very effective but drains the sword's power quite heavily.

ROO

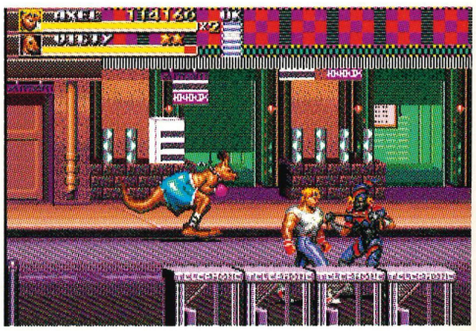
Roo is a circus kangaroo who joins the line-up after the second level. He may not be human but don't hold that against him as he can hold his own along with the best of them.

▲ If you use all your credits and start again you will be able to choose him from the character select screen, but if at any point you reset the Mega Drive you won't be able to select him.



▲ Pressing the special button makes Roo spin his tail in the face of any opponents. Again, only use this as a last resort as using it too much can hurt the poor guy.

▼ When you have to fight him and his master, concentrate on killing his master and Roo will then join your side! If you have to start a new credit you will be able to choose him.



▲ Press forwards twice and then B to get Roo to do this painful-looking move. Unfortunately he is the only character whose moves do not improve during the game and he can't use weapons either. Mind you, he makes up for it with his awesome speed and strength.

◀ This is his best move and causes serious damage to multiple opponents. Press forwards and A to pull it off, but use it sparingly. Usually Roo's best tactic is to get in there and dish the punches out instead.

TECHNIQUE ZONE

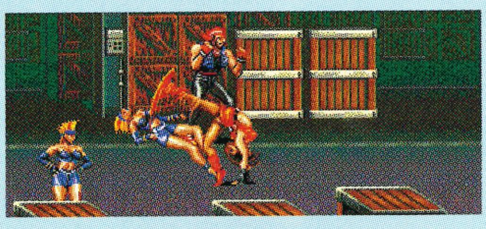
S OF RAGE III

BLAZE

Blaze may be fast and agile but she isn't very strong. Expert players will find the game plain sailing with her. With a wide range of grapples and throws Blaze is a force to be reckoned with.

Run forwards and attack ▲ to make Blaze spin in mid-air and finish off with a powerful downwards punch.

▶ Repeat this move when she has a knife in her hand and she will jump upwards, blade first, slicing anything in her way into small pieces.

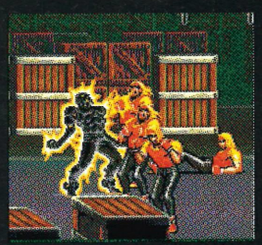


◀ Press A on its own to make Blaze somersault on the spot, taking out everyone around her.

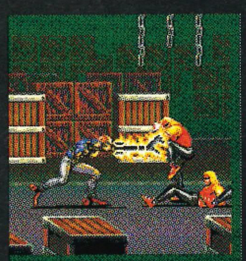
▶ Walk towards an opponent and press A to frazzle them with a blinding fireball.

DR ZAN

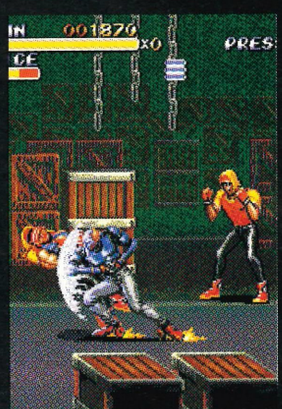
Zan is actually half man and half robot, making him the strongest of the bunch. With extending arms and metal muscles he is literally a hard bloke!



◀ Jump in the middle of lots of bad guys and electrocute them all with this move.



◀ Zan can also electrocute people at a long range. This is his best move but can drain his energy if used too often.



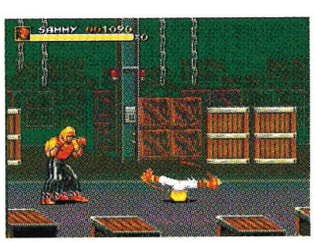
▲ His dashing attack stays the same but increases in power after killing lots of enemies. When fully powered he zigzigs back and forth behind his power shield. Try to build this move up and use it as often as possible.

▲ For some reason Zan can't use weapons as they are meant to be used. Instead he turns them into balls of energy which he then throws by doing any special move.

SKATE

Skate is Adam's little brother, who is a character from the first game that turns up later on in the game. With roller blades and boxing gloves he is the speediest of the bunch but isn't very strong.

▲ Push forwards and press the special moves to make Skate skate forwards, dishing out multiple punches.

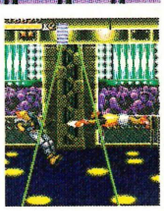


◀ He likes breakdancing as you can see here, but this move tends to hurt Skate more than it hurts the enemies! Try to avoid this move unless absolutely necessary.

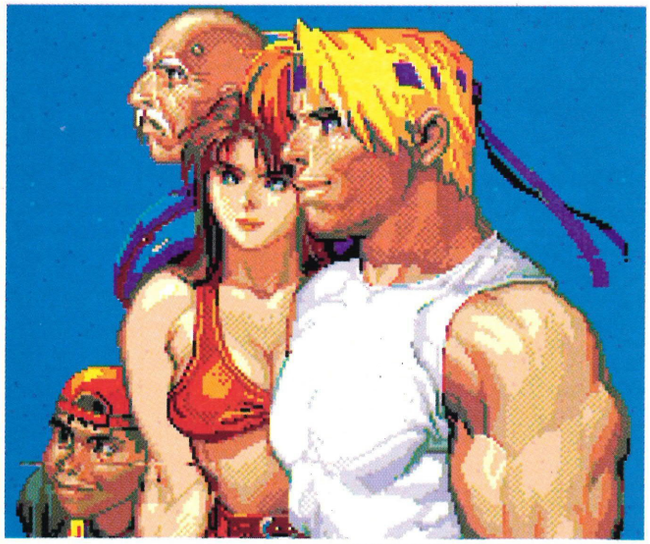
▼ Skate has three different rushing attacks, like the others, which all depend on how many people he has beaten. The more stars he has against his name, the stronger and more effective the move is. Unfortunately if he dies then his stars will be lost and he will go back to the bog-standard moves.

▶ Skate is the most versatile character with the weapons. When he has a baseball bat, instead of hitting people over the head with it he can place it on the ground and spin around it. Do this by pushing forwards and A.

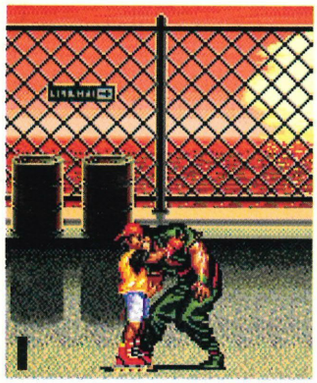
▶ With a knife in his hand, do a dashing attack and stand in awe as he ploughs through his opponents. This does little damage to the knife so can be done many times! The downer is that there aren't many knives like this in the game.



TECHNIQUE ZONE



Now you know how to get the best out of all your characters with their fabulous special moves, a bit of help getting though the tougher bits of the game might be in order.

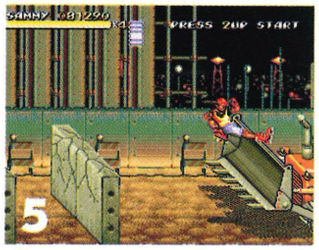


▲ The first level is pretty simple with you basically kicking everyone in that you meet – even on the hardest level this is a walk-over. Shiva is the end-of-level guardian. A good way to beat him is to walk into him diagonally which should make you grab him before he gets hold of you. Knee or punch him until he falls down and then back off as he recovers with a fast flying kick.

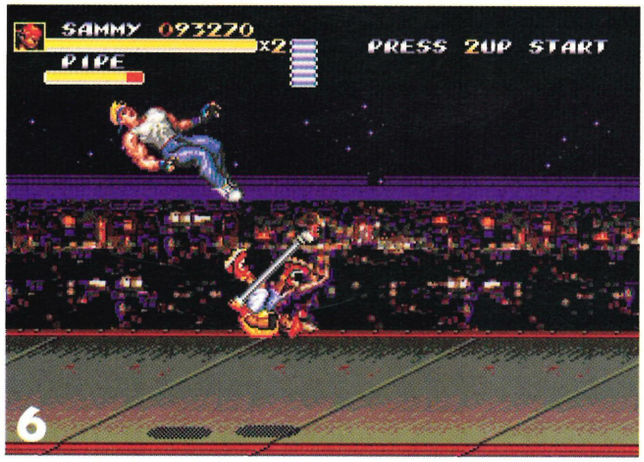
▲ Get Roo on your side by defeating Danch, his evil guardian. Try to get as close to him as possible because he has a whip which can reach for miles.

▲ Soon you will be challenged by two sisters who tend to jump around a lot. Look at their shadows and work out where they will land. Stand next to the landing spot and keep punching so that they fly right into your fists. It's easy when you know how!

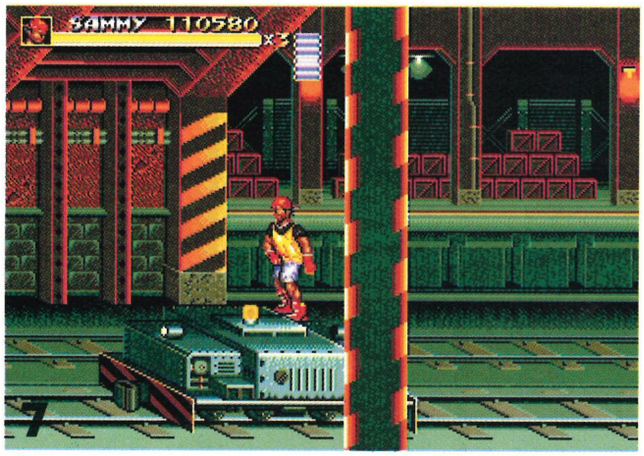
▲ There are lots of holes in the ground at the construction site. Instead of beating up the bad guys just throw them down the holes to their death.



▲ Eventually you will be chased by a bulldozer. To get past here you have to break the walls with your bare hands. Just keep on hitting them and when the 'dozer gets close, jump up and kick it away again.



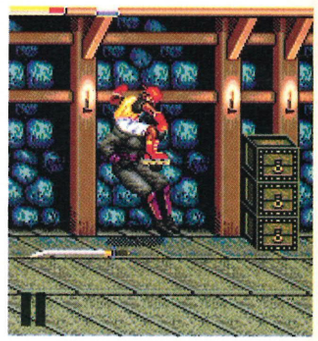
▲ Break is a robotic version of Axel, with all of his moves to boot. He isn't hard to beat on easy level but on hard he is a right git. The diagonal approach is best, allowing you to grab him easily. As you grab him, throw him straightaway or he will recover and hit you with a special punch.



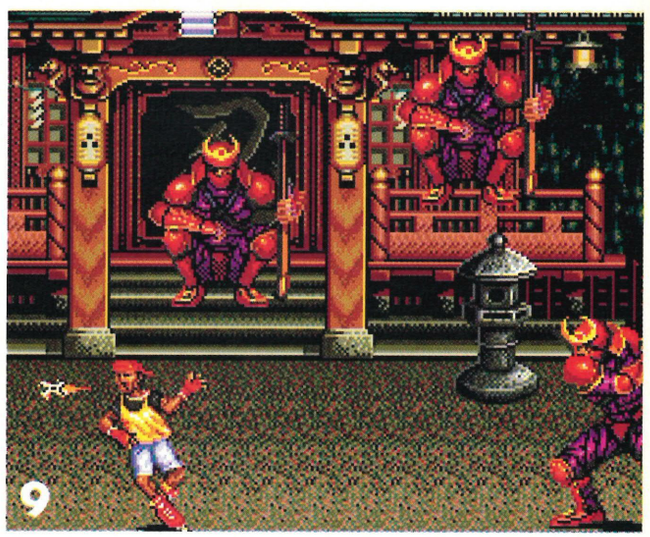
▲ The underground is full of ninjas that are easy to defeat, but there are these nasty carts as well. There are two tracks and when one of them starts to vibrate immediately move to the other one to avoid being squashed.

▲ The second part of the underground stage only has one track. When this vibrates jump into one of the alcoves. Unfortunately you won't be able to attack anyone when in there, but you won't get hit either.

▲ Level five is set over a series of rooms, each of which contains lots of different people to beat. Look closely at the floor in the picture and you will notice that part of it is coloured slightly differently. Attack this area with the sword and a hole will open, leading to a short cut.

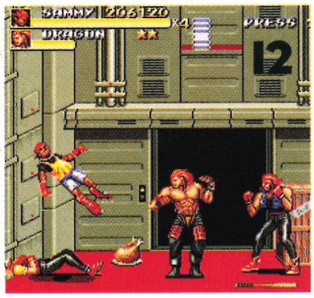


▲ In the short cut there are lots of bonuses and a couple of ninjas.



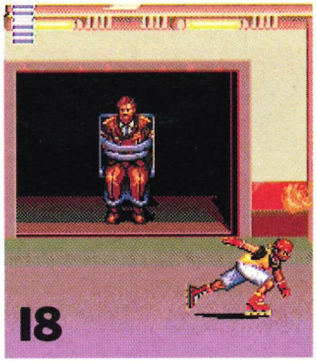
▲ After coming out of the tunnel three large red ninjas will appear...these guys are hard! Use dashing attacks where possible, or special moves if your meter is fully charged. When they throw shurikens kick them away.

TECHNIQUE ZONE

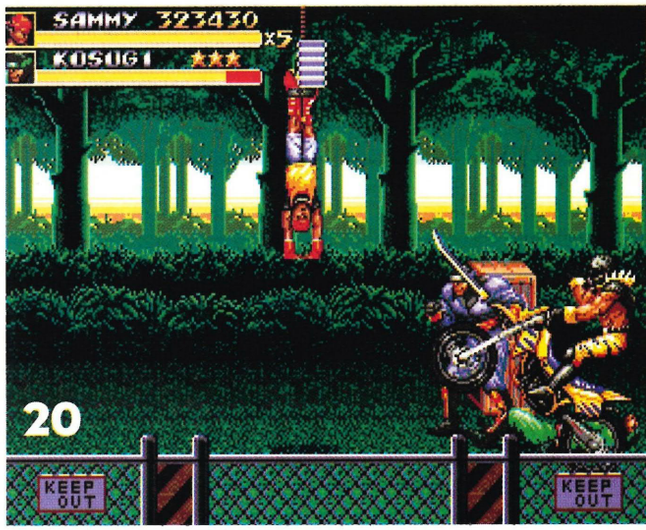


▲ Go up the stairs at the end of the series of rooms and into the lift. Here an onslaught of hundreds of enemies storm onto the screen with fists flying. Dashing attacks are best used here, especially if you have some stars under your name. Otherwise look out for the weapons and use them as best as your character can.

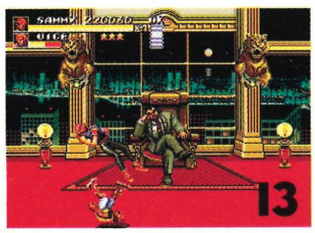
▲ After beating the robot you will enter a three-storey building. At the left-hand side of each floor is the lift. Hit the desired button to move up or down.



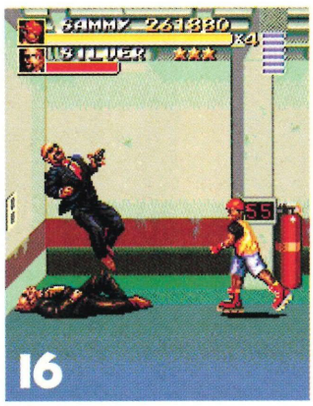
▲ When the timer reaches zero, poison gas will pour out of the air vents killing all of the enemies and gradually hurting you and the general. When you have blown all the computers, go to the second floor and talk to the general to finish the level.



▲ The final level is in the jungle. Take out the motorbike riders with jumping kicks and avoid the rope traps. There aren't too many enemies here and this stage shouldn't really be much of a problem.

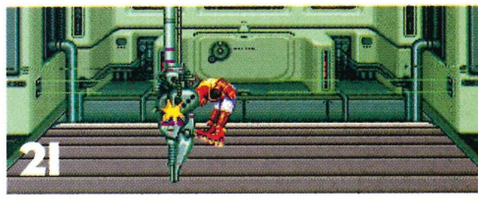


▲ At the top of the lift is Mr X, sitting in his chair. He will wave some guys on, but these are weak and easy to fight.

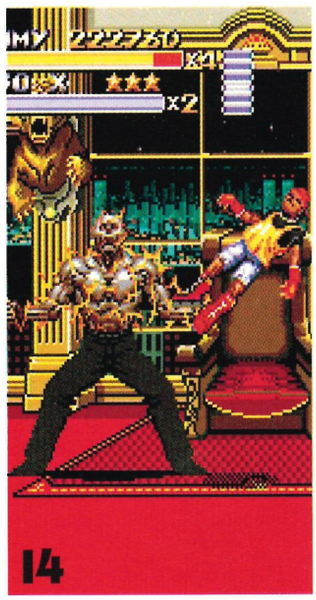


▲ On each floor there are a couple of enemies – beat them and three doors will open. Keep an eye on the timer that is counting down.

▲ Outside on the rooftop is Jet, a psycho flying on a jet pack. He swoops down occasionally but he is easily sorted out with some well-timed jumping kicks.



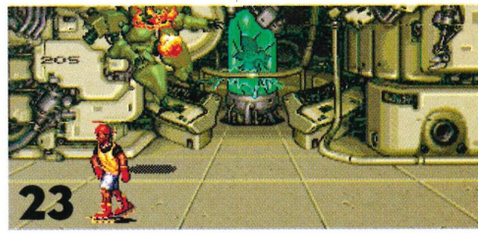
▲ Dr Zero will now attack with his amazing contraption. The conveyor belt carries you upwards into a laser beam so constantly move downwards, away from it. When the grabbing hand looks like it is about to swoop, just walk backwards and then jump-kick it as it comes down.



▲ Surprise! It wasn't Mr X after all, but a fiendish robot replacement. Stay close to this guy and don't let him fire his guided missiles. Don't try to grab him or he will electrocute you. Stay at arm's length and just rain down the punches until he keels over dead.

▲ In one of the rooms on each of the floors is a computer. Destroy it and the defences guarding the general will weaken.

▲ It comes as a shock that the real Mr X is actually now just a brain kept in a jar in a lab! Neo X is the final guardian, in the shape of a giant robot. If you have lots of lives left then don't worry, just storm in there with special moves aplenty because this guy is hard! He moves around the screen in a circle so the best tactic is to anticipate where he will be and then stand there and let him walk right into your fists.



▲ Deliver the final blow and Neo X will fly straight into Mr X's jar, killing him instantly.

TECHNIQUE ZONE

Cowabunga dudes! That radical rat Splinter has been ratnapped by four mysterious clone turtles under the command of the evil Krang and a strange unidentified counterpart. You guessed it – it's time for you to kick some shell! Before Splinter can be rescued you must fight your way through the four turtle clones, four clones of some of their mates and four rock-hard bosses. Yes, that's a grand total of 12 adversaries to defeat and they all have their own special moves and techniques. The problem is, how can you beat them and what are their weak points? Read on to find out the best way to defeat all of the baddies in the game...

TEENAGE MUTA
TOURNAM

LEO

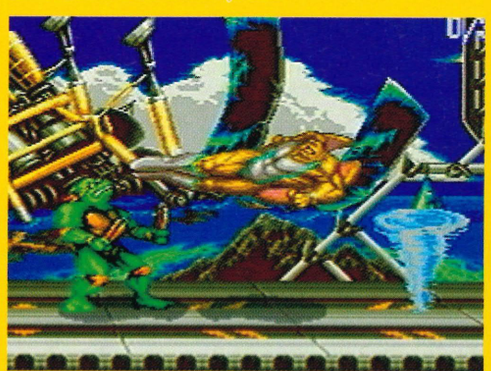
Leo is the leader of the pack and has a strong sense of honour and discipline. Armed with two razor-sharp Katana blades, he is a formidable opponent.

Leo's main attack is the ground wave, where he causes a lightning bolt to fly across the ground. When he does this his turtle head is visible, so if you are close enough simply jump towards him with a flying kick and follow it up with a few swift punches.

The rolling cutter is a particularly nasty move and is best avoided altogether. Try to make sure you always block this move and if you are feeling daring counter it with a jumping kick or punch.

MICHELANGELO

He may be a bit whacked out and in a world of his own, but with his Nunchakus he can mix it with the best of them and still come out unscathed.



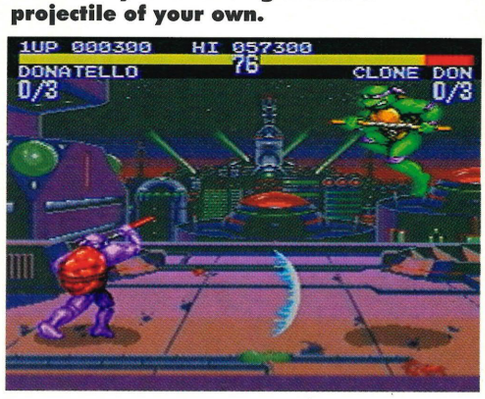
The hurricane is almost identical to Leo's ground wave and can be countered in the same way. Alternatively, throw a projectile to destroy the hurricane. Michey's running tackle should be avoided altogether.

If he jumps up in the air spinning his Nunchukas around, try and hit him with a missile attack from a fair distance away. This way you don't stand a chance of getting hit and you knock him down easily. When he falls, keep throwing missiles because if you time it correctly you can knock him down again as he stands up.

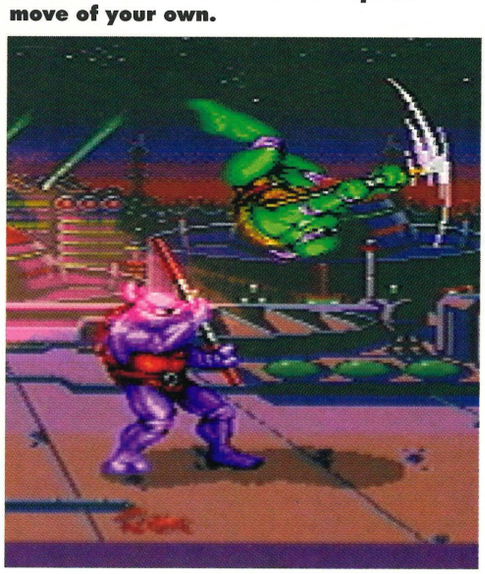
DONATELLO

Apparently all he wants is peace, which is a bit hard to believe because he is very brutal with his staff, which is called a Bo.

As with the previous two turtle clone fighters, Donny has got a projectile attack that he uses rather a lot. It can be avoided by giving him a quick kick in the head or by neutralising it with a projectile of your own.



This rather nifty move is the Donasama and is Donatello's best close combat technique. Try to block it and then hit him as he recovers, or alternatively counter it with a close combat special move of your own.



ANT HERO TURTLES: ENT FIGHTERS

RAPHAEL

He's the moody one of the bunch and prefers to work alone rather than as part of a team. This cheeses his brothers off no end, but everyone loves him so it's all right at the end of the day. He is armed with a pair of Sai, which aren't so good at long-range attacks but are excellent at close range.

For some reason Raph carries a set of dice with him which he can vibrate and throw at any enemies. Again, simply jump over them and boot him in the head. Raphael's most powerful attack is the Raph spark, in which he spins diagonally in the air. Most special moves will take him out while he is doing this, but be careful because he is very quick.

Raph's other special move is his drill attack and is one of the most effective moves in the game. If you play as him then keep repeating it and you should win with no worries! When fighting against him, block his drill attack, take some punishment then slaughter him as he comes out of the spin.

APRIL O'NEAL

She may be a popular TV newscaster but she's not exactly Moira Stewart. Can you imagine Moira fighting aliens from Dimension X with her fingernails? I think not. April is one of the turtles' best mates and as such has joined in the quest to save Splinter.

April is fond of scratching people's eyes out with her nails, but if she misses there is plenty of time to jump over her head and attack her from behind.

She also has two different elbow attacks which are pretty effective but leave her open to attack. Try to position yourself so that you can hit her with a projectile or a flurry of punches as she lands. When she falls down, run up to her and keep punching. Hopefully you will knock her down again, and so on until she dies.

THANKS TO ULTIMA GAMESTORE 0865 201447

TECHNIQUE ZONE

CASEY JONES

He may be a vigilante but he still finds time to run a string of horrible fast-food restaurants in various train stations around the country. He's an ex-ice hockey player and still wears his mask and wields a big stick. He's not a very nice person at all really.

Casey has a nasty habit of throwing sticks of dynamite around and there is nothing you can do except run away and wait for the explosion. Try to get him to stand on the dynamite as it blows up, to give him a taste of his own medicine.

By combining a series of slashes and kicks Casey performs his amazing Stick Lariat move. Try to jump over him and kick him in the back before he gets a chance to turn around.

RAY FILLET

Fate has such a weird sense of humour! Poor Ray Fillet was an everyday marine biologist before he got transmogrified into a giant ray fish. Even stranger is the fact that he can now perform lots of different super moves.

The sonic wave is countered by a jumping attack, but run away quickly because Ray recovers very fast indeed. He tries to keep a long way away from you because he is best as a long-distance fighter, so stun him with a projectile and close in for the kill with a throw or a grab.

One of Ray's attacks makes him jump up in the air and fly across the screen head first. Try to anticipate where he will land and jump kick him after he has passed over your head.

SISYPHUS

What strange company those turtle chaps keep. Sisyphus, or Sissy to his mates, is a giant beetle with very sharp horns and claws.

Sissy is great at close combat fighting and his most effective move is his repeated horn thrust. Either blast him with a fireball or jump him and get in with a punch or throw.

The incredibly imaginatively named hovering upper move has Sissy hovering in the air while thrusting his horn (Oo-er!). Just jump over him and punch downwards.

TECHNIQUE ZONE

TRICERATON

Look out, it's another mutant. This time it's a half-man half-Triceratops. Triceraton is Krang's bodyguard which means that your quest is nearly over.

Even though he has some nasty special moves, his favourite one is his bite. There isn't anything you can do about this apart from making sure you don't get caught in the first place. Keep throwing missiles at him and there isn't much he can do about it.

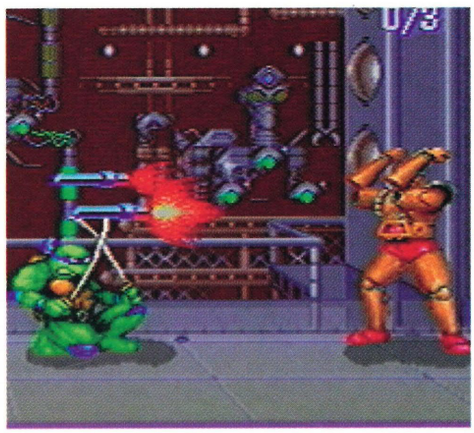
His other moves are spinning techniques, either in the air or along the ground. Block them and as he hits, keep pressing the fire button. Hopefully when he has passed, you will either throw him or perform a grab straightaway.

KRANG

Krang is a brain from Dimension X and has built himself a robot suit to enable him to move about. As an added bonus he built in a large amount of security systems which come in very handy when fighting adolescent mutoid amphibians.

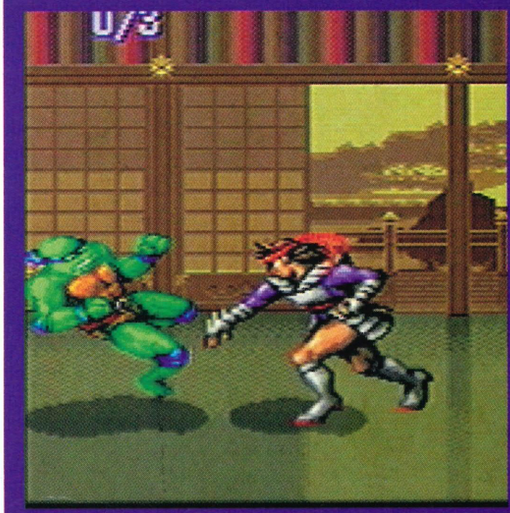
All Krang ever really does is fire missiles. If he fires them out of his arms, simply duck underneath them. Some projectile attacks actually make you duck as you do them, so you can hit him with one of these and be safe.

His other missiles come out of his knees. Jump them and try to kick him in the head, but make sure you never actually try to jump over him as he will punch upwards and hit you.

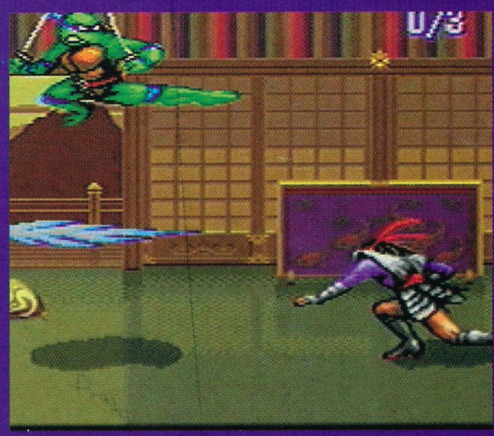


KARAI

It turns out that Krang is not the real bad guy after all, and it is some geezer by the name of Karai who is responsible for all your worries. But are you fighting the real baddie or just one of his clones?



He doesn't have any weapons as such, but he is excellent at hand-to-hand combat. Stay as far away from him as possible because if he starts throwing you, he will close in with fast kicks and punches and you won't last very long at all!



Karai is at his weakest when he is throwing these ice blasts. Jump them and hit him, then retreat. By staying a fair distance away you can lure him into doing this move and then hammer him to kingdom come.

ACTION REPLAY CODE

If these little snippets of information are not enough and you still want to finish the game, why not do what we did and cheat! Yes folks, we may be star players here at MegaTech but let's face it – you can't go wrong with an Action Replay code every now and then!

Try this code for invincibility:

FF00310080

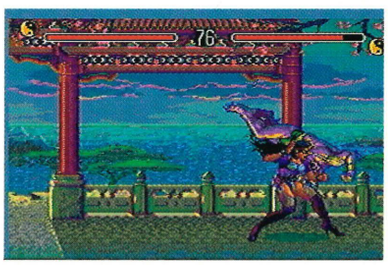
TECHNIQUE ZONE

ETERNAL

Ever since we reviewed Eternal Champions in Issue 25 and gave it a massive 82 per cent, we've been inundated with requests for tips for the game, so here is the Eternal Champions Technique Zone. As the manual already contains all the special moves, here are all the characters' more powerful normal moves in the game, as well as tips for each player on how to defeat the Eternal Champion.

SHADOW
(Shadow Yamoto)
1993 AD

Trained in Ninjitsu and Taijitsu, Shadow is quick and agile with great defensive abilities. Her most devastating attack moves involve her razor-sharp fan and her exploding mines. Her smokescreen attack, followed by repeated hard kicks (Z) will usually throw an opponent as she reappears.

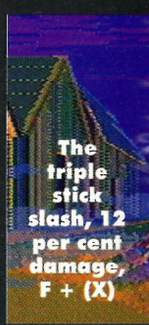


The swing throw, 14 per cent damage, F + (Z) or F + (Y)

The jumping punch, 11 per cent damage, U/F + (Y)

The sliding kick, 11 per cent damage, D + (C)

The low stick slash, 12 per cent damage, D + (Z)



The triple stick slash, 12 per cent damage, F + (X)

Repeated hard kicks to the head with (B) are your best bet against the Eternal Champion. If you get boxed in a corner use the smokescreen to escape.

MIDNIGHT
(Mitchell Midleton Knight)
1967 AD

Midknight uses Jeet Kune Do. He is extremely fast and strong, and excellent in defence yet slow to recover from injury. Use his speed as an advantage to avoid being hit, while attacking with his life drain and flying wall smash. The best attack is to bedazzle your opponents and then hit them hard.

The raised throw, 16 per cent damage, F + (Y) or F + (Z)

The multi-hit, 14 per cent damage, (Z)

The tornado, 10 per cent damage, D + (C)

The Eternal Champion is best defeated with the (B) kick. If he insults you try a wall smash, if he blocks then throw him hard.

TRIDENT
(Trident)
110 BC

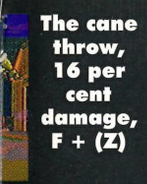
He used Capoeria as an Atlantean gladiator, and now uses his spinning trident to inflict extreme damage, while his plasma bolt unleashes all his power in a bolt a flame. Trident is both quick and powerful, yet was created by a peaceful race.

LARCEN
(Larcen Tyler)
1920 AD

Larcen is slower than some of the champions, yet is more able in both his ability to take and recover from injury. His Praying Mantis Kung Fu-style means he can jump to the ceiling and drop with devastating force. He uses his grappling hook to good effect with his power sweep.

TECHNIQUE ZONE

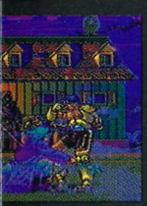
CHAMPIONS

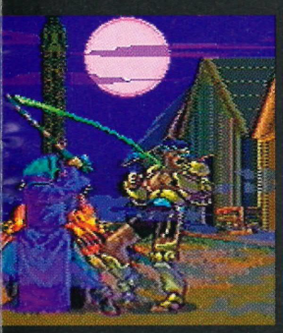


The cane throw, 16 per cent damage, F + (Z)

XAVIER (Xavier Pendragon) 1692 AD

Burned at the stake as a Warlock, Xavier was invited to the contest as an alchemist. His defence is very strong, and he uses his Hapkido Cane Fighting techniques to perform his dragon trap and attract and smack techniques.





Use a jumping punch U, (Z) to defeat the Eternal Champion. If he insults you try and hit him with the Midas touch. Use D + (B) if you can get close enough to him.

SLASH (Slash) 50,000 BC

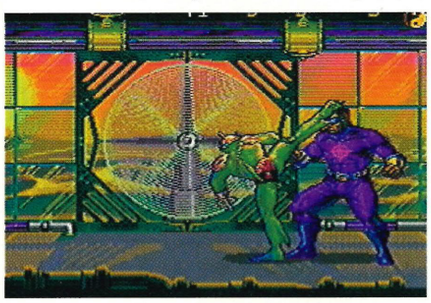
Slash likes to inflict pain and in fact uses that principle as his fighting style. He recovers quickly, but his attacking power is incredible. He destroys people with his spinal crush and finishes them off with a running head-butt.

The baseball shot, 10 per cent damage, F + (Z)

The twisting club, 12 per cent damage, D + (C)
(INSET) The cartwheel, 10 per cent damage, (C) at a distance

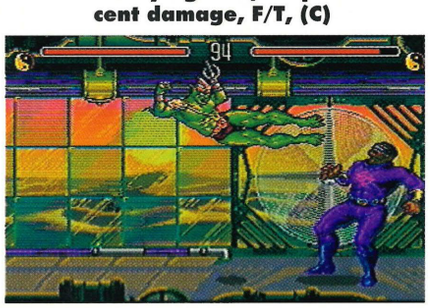
Use the Power Thud attack to hit the Eternal Champion when he isn't blocking. When he is dizzy hit him with F + (Z).

Roundhouse, 11 per cent damage, (C)



The jumping kick, 10 per cent damage, U , (B)

The flying kick, 11 per cent damage, F/T, (C)



Defeat the Eternal Champion using a jumping kick, (C). If you corner him, use D + (C). If you are cornered use U + (Z) to escape.

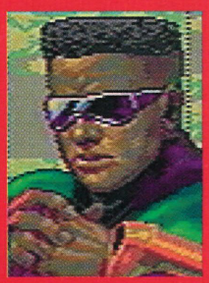
The hard throw, 16 per cent damage, F + (X) or F + (Z)

The flying kick, 11 per cent damage, U/F + (C)

The backflip, 5 per cent damage, D;D/B/B, (A)

The Eternal Champion is best beaten using a jumping (C) kick. If you get caught in a corner, use the F + (Z) to throw him away.

TECHNIQUE ZONE



BLADE
(Johnathan Blade)
2030 AD

Blade performs his Kenpo style with great power but at very slow speed. This makes him vulnerable to attack from the faster fighters. He makes up for his lack of speed with the dangerous tracking blade and the fury of his wild attack.

The flying punch, 12 per cent damage, U/F , (Z)

The back-kick, 11 per cent damage, D + (C)

The double chop, 12 per cent damage, (Z)

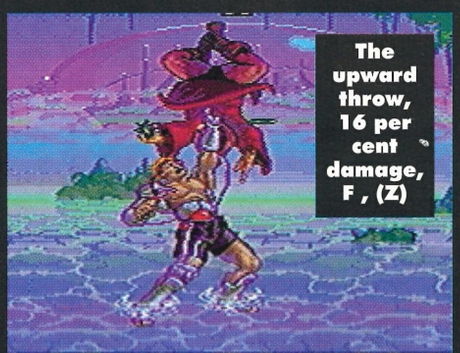
Jump at the Champion with (B) to hit him hard. When he is insulting you, stun-bolt him.

RAX
(RAX Coswell)
2345 AD

This man-machine can take an unbelievable amount of punishment. He trained in Muay Thai kickboxing as a human, before becoming the R-obotic A-rtificial X-oskeleton. He is also powerful when delivering the cyber kick and overload moves.

The downward jumping kick, 12 per cent damage, U/F + (C)

The flying spin, 12 per cent damage, U , (Z)



The upward throw, 16 per cent damage, F , (Z)

The Eternal Champion will take a few lock and load attacks while insulting you if you can release them. Use jumping kick U , (B) to defeat him finally.

JETTA
(Jetta Maxx)
1899 AD

Jetta learnt her Savate and Pencak Silat fighting styles while an acrobat in a Russian circus. She is extremely fast and incredibly strong, but slow to recover from injury. Her best attacks are the flying choke hold and the death dive.

The cartwheel kick, 10 per cent damage, (C)

The hard throw, 15 per cent damage, F + (Z)

The triple kick, 16 per cent damage, (B) close

Jump attack with (C) to do most damage on the Eternal Champion. The Phase attack works well against him.

So there you have it – every character's strongest moves fully explained, plus tips for each character to beat the Eternal Champion. Now you have no reason not to be reborn and change the future for the better.

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TECHNIQUE ZONE

THE MON

YOU HAVE TO START SOMEWHERE...

Fortunately, having played this superb LucasArts adventure on the ST and PC formats Allie whizzed through the Mega-CD version in record time. However, some people haven't found the experience such an easy one and as a result have turned to us for help. Now though, poor old Allie is having a hard job actually getting any work done thanks to loads of phone calls from distressed gamers, so something has to be done. Enough is enough, she has to do some work so we've strapped her to a chair and MADE her write this players' guide just so she can get on with life. Will it work? I bloody hope so.

AT A GLANCE

This tells you instantly where you can find all the items needed to complete The Secret Of Monkey Island.

MUGS	In bar
POT	(Doubles as a helmet) Kitchen in bar
MEAT	Kitchen in bar
GROG	Kitchen in bar
RED HERRING	Jetty behind kitchen
MONEY	Circus in forest
FLOWERS	In forest
TREASURE	In forest
TREASURE MAP	Citizen in street
RUBBER CHICKEN	Voodoo shop
SWORD	Village shop
SHOVEL	Village shop
BREATH MINTS	Village shop
CREDIT NOTE	In safe in village shop
IDOL	Governor's mansion
GOPHER REPELLENT	Governor's mansion
CAKE	With the prisoner
FILE	Inside the cake
BOAT	Stan's Emporium
SHIP'S CREW	Meathook, Sword Master, Prisoner

ON SHIP

CAPTAIN'S LOG	Draw in captain's cabin
INK POT	Desk in captain's cabin
CEREAL CABINET KEY	In galley In cereal box in galley
RECIPE BOOK	In cabinet
CINNAMON STICK	In cabinet
JOLLY ROGER	Crow's-nest
FINE WINE	Chest in cargo hold
GUNPOWDER	Cargo hold
ROPE	Cargo hold
SMALL POT	In kitchen

ON MONKEY ISLAND

ROPE	Fort
ROPE	Pond
MEMOS	All around island
SPYGLASS	Fort
GUNPOWDER	Fort
KEY	In Toothrot's possession
BANANAS	Hanging from tree on beach
SKULL	Locked cage in village
STATUE	In front of monkey head
HEAD OF THE NAVIGATOR	Natives' village
GHOST SHIP	In catacombs under monkey
NECKLACE	On Head Of The Navigator
FEATHER	In room with chickens
BOTTLE OF GROG	In pirate's quarters
SMALL KEY	Captain's quarters
GREASE	Under locked hatch
TOOLS	Behind squeaky door
VOODOO ROOT	In glowing crate

CHATTING TO THE LOCALS

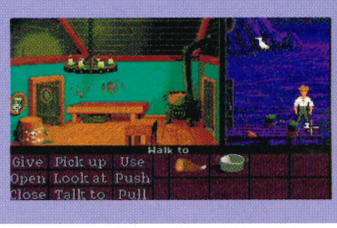
It is best to talk to anyone you can in the main bar as they give you plenty of useful hints and facts about the characters in the game and the puzzles you will face. Don't keep hassling people too much though as they may get nasty – when you've got your information, move on to the next person.

Next, move to the back room and talk to the 'Important-Looking Pirates' – you have to ask them how to become a pirate. They will tell you about three tasks which you must complete, so listen carefully and write the information down if necessary. After completing the tasks return to the pirates for your reward!

GETTING IN TO THE KITCHEN

The cook gets a little irate if you try and enter his kitchen, therefore wait until he walks in to the main bar and then quickly sneak through the door. Inside you will find a piece of meat on the table and a pot underneath – take both items. You can't do anything with the barrel of grog yet but you will need it later.

Now walk through the next door where you will find a fish on the jetty. Unfortunately when you try to pick it up the seagull gets in your way – to get round this just walk to the end of the jetty and show that seagull what for!



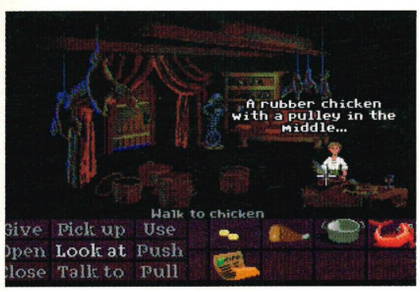
CITIZEN ON THE STREET

The chap standing on the street is a shady character indeed, but if you chat to him for long enough he soon reveals that he has a number of maps for sale. Unfortunately you don't have any money as yet, but make a mental note to return here when you do.

SECRET OF KEY ISLAND

THE MEN OF LOW MORAL FIBRE

If you can get any sense out of these guys then you're doing something wrong! Waffle on with them for a while and eventually they will offer to sell you the minutes of a PTA meeting – the catch is that they will pay YOU to take it off their hands!



THE FORTUNE-TELLER IN THE VOODOO SHOP

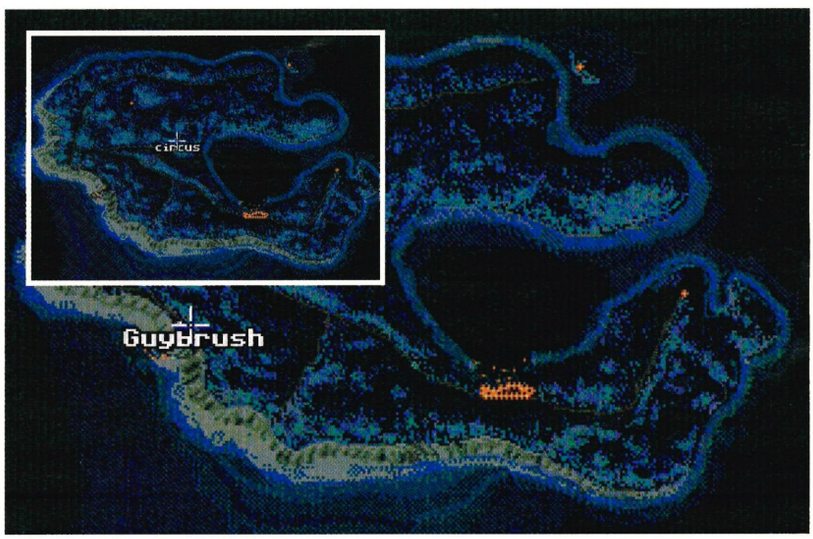
The fortune-teller fails to give you any useful information but you will find a handy rubber chicken in the shop itself.

THE VILLAGE STORE

The shopkeeper is a right grumpy old git and has eyes in the back of his head – if you try and steal anything he will seriously reprimand you for the crime. You need a number of items from this shop but you're not going to get anywhere without some money, so let's go get some!

THE LOOKOUT

At the Scumm Bar if you head off to the left up the cliff path you reach a lookout point. The old boy is quite cheerful but again offers no real information, but it's worth talking to him anyway. If you keep moving you will find this map of Melee Island:



You need to find yourself some money so you must first find the circus. Using the map, wander off to the location indicated.

AT THE CIRCUS

Talk to the Fettucini Brothers who are practising their moves in the big top. They tell you that they need a volunteer to help them with their act and if you oblige they will pay vast amounts of cash but you need a helmet first! Use the pot you found in the kitchen.

TECHNIQUE ZONE

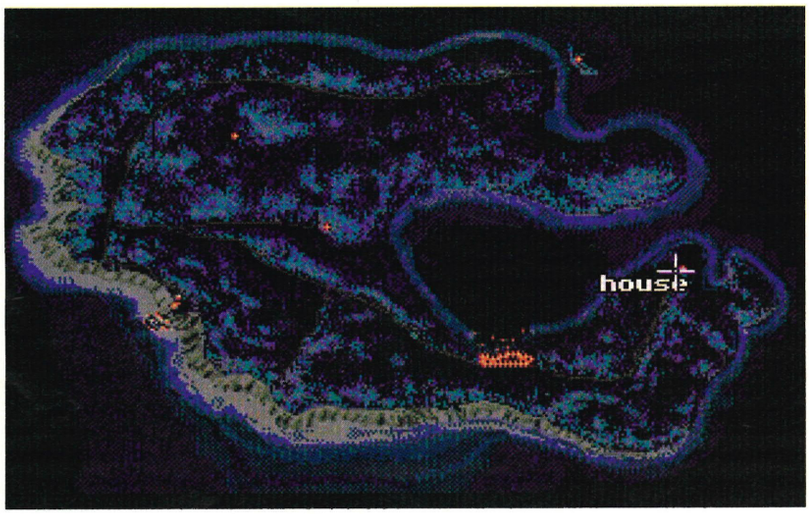
HOW TO SPEND YOUR MONEY

Now you've got some bargaining power go to the Village Store and buy the shovel and the sword. Then go back to the dodgy citizen standing on the street corner and purchase one of his fine maps. You're now ready to embark on your three trials.

TRIAL ONE: THE SWORD MASTER

LEARNING TO USE YOUR WEAPON

You may have yourself a sword, but you haven't got a clue how to use it! Therefore you must seek out Captain Smirk who will teach you a thing or two about sword fighting. He is located at this point on the island:

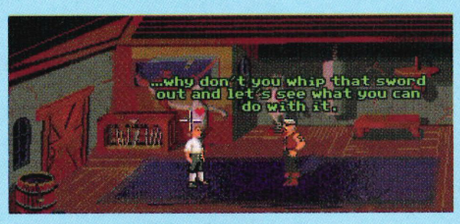


THE BRIDGE TROLL

First you have to get past the troll guarding the bridge. Listen carefully to his riddle and then cast your mind back to all those classic Agatha Christie whodunits – that's right, this is a red herring so give it to him!

AT THE CAPTAIN'S HOUSE

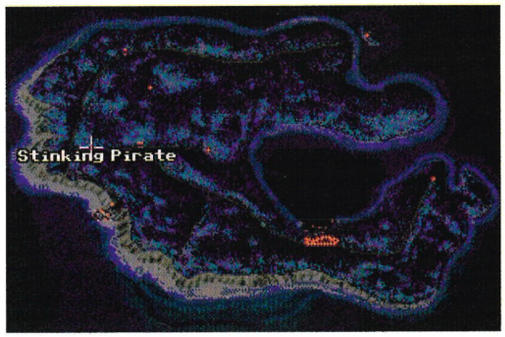
The captain thinks you are a whelp and at first refuses to train you, however if you are persistent and show him that you can pay he will agree to help you...eventually!



Listen to everything he is telling you and try to come back with some witty remarks. In the end he will tell you that you need a little more practice before you confront the Sword Master, so don't panic when he kicks you out.

GETTING A LITTLE BIT OF PRACTICE

Back on the map screen you will notice lots of little pirates wandering backwards and forwards along the paths. Make for a collision course with a number of them and get ready for a fight.



You don't just need to be proficient with a sword, your wit needs to be as sharp as your blade. The pirates will hurl insults at you and initially you will be unable to make any successful retorts. However, continue to battle it out with the pirates and each time you hear a new insult it will be added to your vocabulary and you can then start hurling the insults yourself and the retorts given by the pirates will also be added to your vocabulary. Eventually you will be beating every pirate that has the misfortune to cross your path. Unable to challenge your sharp tongue they will eventually tell you that "You're good enough to fight the Sword Master." Keep fighting the pirates until one of them tells you this.

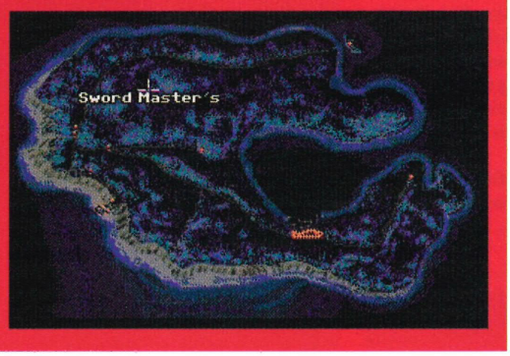
Here is a complete list of all the insults and appropriate retorts that you should be accumulating:

1 - This is the end for you, you gutter crawling cur.
A - And I've got a little tip for you. Get the point!
2 - Soon you'll be wearing my sword like a Shish Kebab.
A – You'd better stop waving it like a feather duster!
3 - My handkerchief will wipe up your spilt blood.
A – So you got that job as a janitor after all!
4 - People fall at my feet before they see me coming.
A – Even before they smell your breath!
5 – I once owned a dog that was smarter than you are.
A – He must have taught you everything you know!
6 – You make me want to puke.
A – You make me think somebody has!
7 – Nobody's ever drawn blood from me and nobody will.
A – What, you run that fast?
8 – You fight like a dairy farmer.
A – How appropriate, you fight like a cow!
9 – I got this scar on face during a mighty struggle.
A – I hope you learned to stop picking your nose!
10 – Have you stopped wearing diapers yet?
A – Why do you want to borrow one?
11 – I've heard you're a contemptible sneak.
A – Too bad no one's ever heard of you!
12 – You're no match for my brains you poor fool.
A – I'd be in real trouble if you knew how to use them!
13 – You have the manners of a beggar.
A – I wanted to make sure you'd feel comfortable with me!
14 – I'm not going to take your insolence sitting down.
A – Why, are your haemorrhoids flaring up again?
15 – There are no words for how disgusting you are.
A – Yes there are. You just don't know them!
16 – I've spoken with apes more polite than you.
A – I'm glad to hear you attended your family reunion!

TECHNIQUE ZONE

HOW TO FIND THE SWORD MASTER

Only one person knows the location of the Sword Master – the grumpy shopkeeper. Go visit him and mention the Sword Master to him, he will tell you that he knows her and eventually he can be persuaded to ask her if she will see you. When he wanders off to find he, follow the shopkeeper in to the forest to this spot:



CONFRONTING THE SWORD MASTER

The Sword Master will only bother fighting you if one of the wandering pirates said you were good enough to fight her. Even though you're a good fighter and insult-hurler to boot, she still beats you by retorting with insults you've never heard before. The best thing is to try her new insults on the wandering pirates and see if they come up with any new retorts, then return to her and have another go. You will now have a comprehensive list of insults and for each insult she hurls you have an equally cutting reply – think carefully about your reply before you open your mouth.

TRIAL TWO: THE QUEST

TOOLS OF THE TRADE

Before you go treasure hunting you first need to have bought the shovel from the shopkeeper and the map from the shady citizen on the street corner.

PROBLEMS WITH THE MAP

The map appears to be nothing more than dance steps but the moves are actually directions to the treasure. Wander in to the forest and follow the sequence of lefts and rights – the directions refer to the paths on either the left or right of the screen while back refers to the path leading off from the centre of the screen.

BACK, LEFT, RIGHT
LEFT, RIGHT, BACK
RIGHT, LEFT, BACK

As you wander through the forest you will notice a number of flowers, pick some of the yellow petals for later use.

END OF THE ROAD

You've found the 'X' on the floor which obviously means you've found the treasure, so get that shovel out of your backpack and put some elbow grease in to it. The rewards are worth it!

TRIAL THREE: THE ART OF THIEVERY

HOW TO FIND THE IDOL

The idol is in the Governor's house on the other side of town – go passed the Village Shop and the jail, and proceed through the arch.

GETTING PASSED THE DOGS

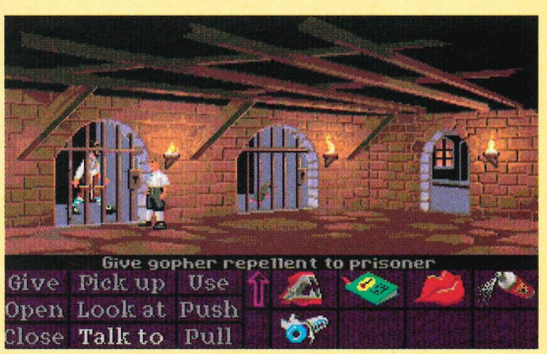
Considering these dogs are only poodles they're bloody vicious. In order to get past you will have to poison them first, which you do by using the flowers with the meat and then give the drugged meat to the dogs.

INSIDE THE MANSION

Walk through the first door you come to and then get ready for a real performance. Don't worry, you can't actually do anything here, so just sit back and let the game get on with it. Coffee break, methinks!

YOU NOW NEED TO FIND A FILE

Go back to the village and pay the prisoner a visit. You will find that Guybrush will not talk to him because his breath is so bad, therefore go to the Village Shop and purchase some breath mints. He now tells you that he is having problems with the rats so give him the gopher repellent as an ideal substitute. For this he will give you a cake as thanks. Open the cake to find a file!



TECHNIQUE ZONE

BACK TO THE MANSION

Having wandered around a bit you are having problems getting out – climb through the hole in the wall. You now bump in to Fester who, after a bit of a cuffuffle, throws you out on your ear – this is not a problem, simply pick up the idol and climb out of the water.

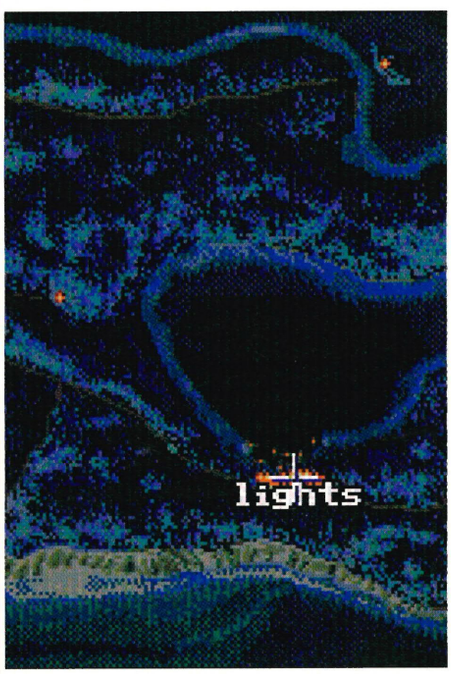
BACK TO THE SCUMM BAR

Once you have successfully completed the three trials you can now return to the three important-looking pirates in the Scumm Bar. To your surprise you find only the cook who, in between sobs, tells you that the Governor has been kidnapped. No one is brave enough to go after her so it's up to you to take the challenge...

BUYING A BOAT

Not an easy task. Go to Stan's Used Boat Emporium and ask to see his finest boats. He can be found at this point on the map:

You don't have enough collateral to buy a boat so ask Stan about credit. He will tell you that the shopkeeper extends credit if you have a job so...



VISIT THE SHOPKEEPER

You must tell him that you have a job otherwise he will ignore you. He will get a credit note from his safe – write down the combination! Dubious of your status, he won't give you credit so ask him about the Sword Master and get him to visit her again.

Now that he's out of the picture try the safe combination you should have written down (I did tell you!). Now go back to Stan's.

SECURING A DEAL

The credit note is not enough for the boat you want but if you put your best bargaining face on, Stan will eventually see the light and sell you a grotty but cheap boat. Now all you need is a crew.

HOW TO FIND A CREW

NUMBER ONE

The Sword Master. Simply tell her that the Governor has been kidnapped and her loyalties will get the better of her.

NUMBER TWO

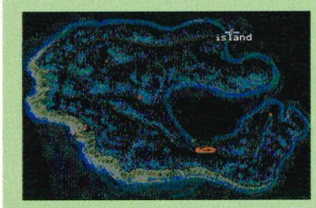
The prisoner. He will join you, but first you have to get him out of jail. The lock to his cell looks pretty weak but it's no use searching the island for a key, you will have to melt the lock with something acidic. Remember that keg of grog in the Scumm Bar kitchen?

Pick up about four mugs from the bar and then fill one of them with the grog – this stuff is pretty potent and it will eat through your mug in no time. Steam it back to the jail but watch the little mug icon on your inventory screen, which will start to disintegrate. When you read "Mug near death", pour the grog in to a fresh mug by USING the old mug with the new. When you reach the jail, use the grog on the lock.

Without a word of thanks Otis screeches off in to the night, but don't worry because he'll meet you on the jetty.

NUMBER THREE

Meathook. Unless you've been wandering around the island exploring new territory you won't have come across Meathook yet – boy, are you in for a shock!



Meathook can be found on the small island to the north of the mainland.

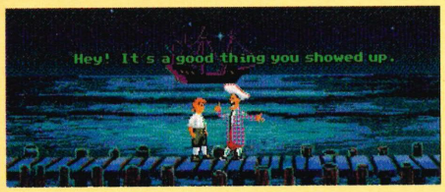
You can't cross the water on foot, ninny, you have to use your brain here! The only way to get across is by swinging on the rope – the rubber chicken you picked up in the voodoo shop has a pulley inside and will carry you across the great divide if you USE it with the cable.

Although he looks quite fearsome he is really quite a gentle chap, and has an amazing tattoo as well! To get him to join you tell him that the Governor has been kidnapped, he will then reveal that he is a bit of a coward and doesn't trust you as a leader. You must accept his challenge to face his 'Beast' (oh-er!). If you have the bottle to accept, Meathook will agree to join such a brave character!

TECHNIQUE ZONE

PART TWO
IT'S TIME TO SET SAIL

Get down to the jetty by the Scumm Bar. Your crew will be waiting for you, as is Stan. It's time to sail the seven seas...



MUTINY ON THE BOUNTY

Oh dear, your crew have decided to mutiny. You can try threatening them but they just get nasty. Unfortunately it's all up to you now.

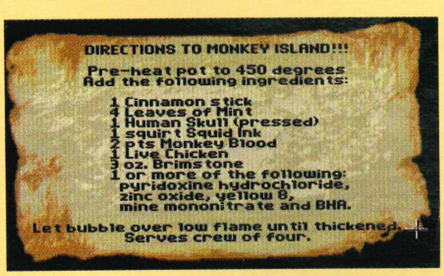
EXPLORING THE SHIP

First go to the captain's cabin to the aft of the boat, open the drawer in the desk and take the captain's log. Inside you will find some helpful information about Monkey Island. Pick up the ink pot and explore the rest of the cabin.

The cabinet is locked but if you go to the ship's galley (the kitchen to all you landlubbers) and open the box of cereal – inside you will find a small key. Inside the cabinet you will find a recipe – feeling peckish? Get you best Keith Floyd face on, it's time to do some cooking.

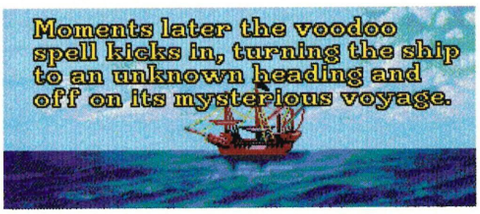
COOKING UP A STORM

You won't find all the ingredients on board, but you will find some damn good alternatives. Below is a list of everything you need:



INGREDIENT:	SUBSTITUTE AND LOCATION:
One Cinnamon Stick	Cinnamon Sticks In cabinet
Four Leaves of Mint	Breath Mints Inventory
One Human Skull (Pressed)	A Jolly Roger Crow's-nest
One Squirt Squid Ink	Pen Ink Cabin
Two pints Monkey Blood	Fine Wine Chest in hold
One Live Chicken	Rubber Chicken Inventory
Three ounce Brimstone	Gunpowder Cargo hold
One or more of the following:	
BHA Cereal	Kitchen

Now you have all the ingredients, go to the kitchen and mix them all the cooking-pot over the fire.

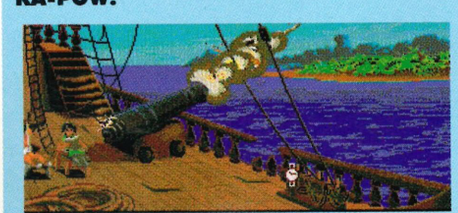


GETTING OFF THE BOAT

You can't swim to Monkey Island and there's no boat, so the only other way to get there is to fire yourself out of the cannon! But first you have to get it to work and again, this takes some improvisation:

ITEM:	SUBSTITUTE:	LOCATION:
Fuse	Rope	Cargo hold
Helmet	Small Pot	Kitchen
Gunpowder		Cargo hold
Flammable object	Quill	Inventory

Putting it all together is easy. Set light to the quill using the fire underneath the cooking-pot in the kitchen, then use the rope with the cannon and the gunpowder with the opening of the cannon. Now use the burning quill with the cannon's fuse and then use the pot. KA-POW!



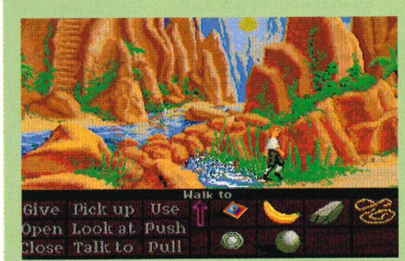
WHAT TO DO NEXT?

You will find a rowing-boat, but unfortunately you can't use it yet as it is missing some oars – these can be found down the chasm. Pick up the banana on the beach.

You have to find LeChuck and in turn rescue the Governor, so head off towards the jungle for a good start. By exploring you should find a piece of rope at the fort while another piece can be found at the pond.

TORTURE AT THE POND

You come across a pond where a man is found hanging but you can't actually reach him. Walk upstream to the fork in the river where you will find a dam, which you will have to get rid of in order to get the rope from the corpse's hand.

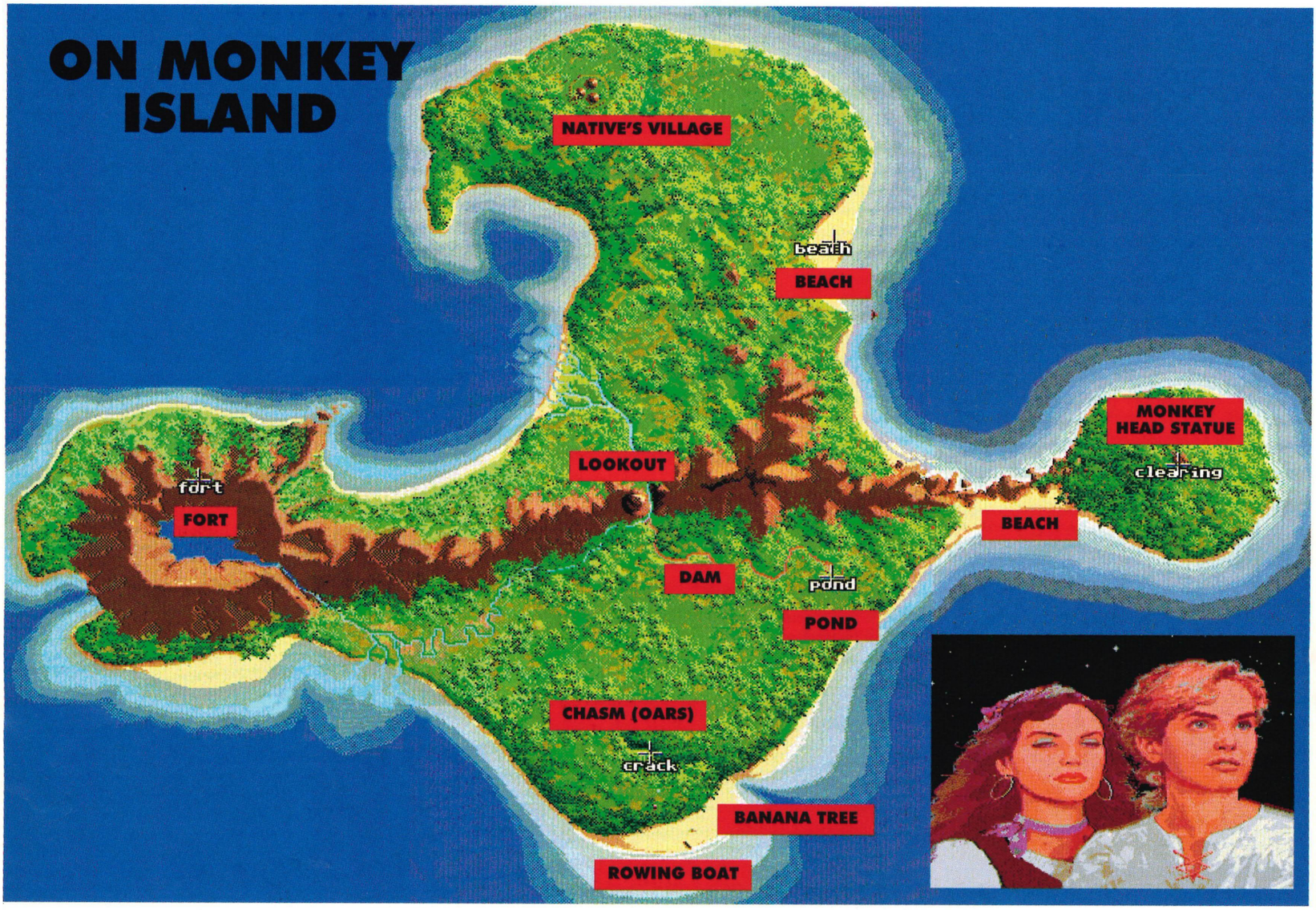


To get rid of the dam you will have to blow it up using the gunpowder and the spyglass found at the fort. Open the spyglass to reveal a lens and then use the lens with the sun.

No go and collect the rope from the pond and then return to the chasm to collect your oars. You need both pieces of rope – one from the fort, the other from the pond. Tie one piece to the tree branch and then tie the second piece to the sturdy stump halfway down.

TECHNIQUE ZONE

ON MONKEY ISLAND

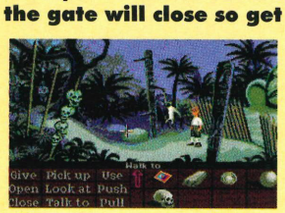


GUT-ROT? NO, TOOTHROT

Toothrot has vital information for you as well as a key, but if you talk to him he will tell you that he wants his banana picker back from the natives. Unfortunately, you will have to get it for him before you can achieve any more here.

MAKING HEADWAY

Back at the monkey head you will find yourself blocked by a fence. To get through, pull the nose of the totem-pole on the left to open a gate in the fence, however as soon as you let go the gate will close so get the monkey to help. To get into the head though you need that key from Toothrot!



TALKING TO THE NATIVES

Head off to the natives' village and pick up the bananas from the bowl that you find, then turn around and walk out of the village. The natives don't take kindly to theft and capture you, throwing you in to the locked hut.

Getting out of the prison looks tricky but if you pick up the skull on the floor you will notice a loose floorboard – push it out of the way to clear an escape route. The banana picker is in the hut but you will have to return later.

TECHNIQUE ZONE

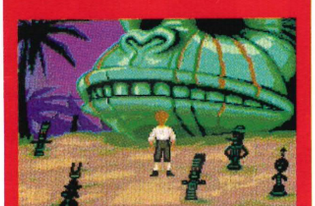
MONKEY BUSINESS

The little monkey you come across proves to be very helpful later, but you first need to bribe it with some bananas – five will do the trick.

After you have bribed the monkey it will follow you wherever you go, so head off towards the giant monkey-head statue on the east side of the island. Unfortunately it won't follow you all the way so head off towards the fork in the river and climb the footholds found on the far side of the water.

You will find some stunning artwork but you won't get very far by looking at it, so pull it towards you four times. You will find yourself high above sea level. Push the large rock you find towards the beach, aiming for the tree. It will knock the tree allowing you to collect the extra bananas. Don't hit the boat!

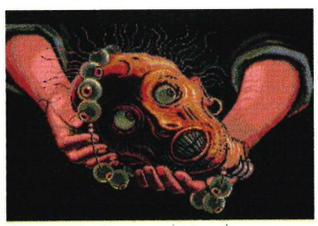
BACK AT THE MONKEY HEAD



First look at the small statues positioned in front of the head and find the smallest one. You now have to take this all the way back to the natives and bargain with them. Eventually they will swap your head for the banana picker which you can then give to Toothrot in exchange for the key.

INSIDE THE CATACOMBS

The catacombs are a web of winding passages and it is very easy to get lost, therefore you need the Head Of the Navigator which the natives possess. Every time you stop moving the head will point in the direction you need to be heading – clever, eh? To get the Head, give the natives the pamphlet on 'How To Get Ahead In Navigating'.



THE GHOST SHIP!

Once you find the Ghost Ship, the pirate ghosts keep chasing you off. To get past them you must

first be wearing the necklace that the Head possesses. Try talking to the Head, asking him politely five times if he will part with it and eventually he will. Now wear the necklace and approach the ship.

GETTING INSIDE

Search the ship thoroughly and you will find some rooms that you can't enter just yet. Start off by finding the room with the chickens and pigs in it and collect one of the small ghost feathers.

Now find the room with the sleeping ghost crew and tickle one of the pirate's feet with the feather. He will drop the bottle of grog that proves useful later on.

Next seek out Captain LeChuck's quarters where, after some examination, you will find a small key. No? Try using the magnetic compass to collect it.

With the key you have just found you will be able to open the locked hatch in the chicken room. Under the hatch you will find some grease that can be used on the squeaky door on the right-hand side of the ship – pick up the tools you find. To get past the rat, pour some of the grog in his dish to make him a little worse for wear.

Using the tools, open the glowing crate and collect the voodoo root which should be taken back to the natives.

You will then obtain your Voodoo root juice which you will need to get the Governor out of the brig.

Upon returning to the Ghost Ship you find that it isn't actually there anymore! Ask the ghost where it disappeared off to, but be nice! You will get your information eventually.

THE END IS NIGH

The ghost standing on the dock proves to be a real pain in the neck and the only way to get rid of him is to do something bizarre. Try shooting him with the Voodoo root juice and see what happens.

GHOST TOWN

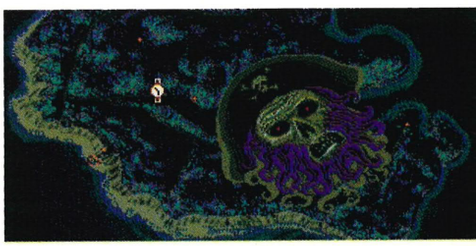
The ghost standing on the corner is hard to pass, but if you look to the left of the arch you will see a small door. Use this door to quietly sneak past him.

MAKING IDLE CHIT-CHAT

You have to talk to LeChuck at some point but whatever you say will annoy the old sea dog. You find that you will get thrashed to pieces and in the commotion you lose your root beer, therefore you need to find something to use in its place. When you are being punched in Stan's boatyard, try and pick up a bottle of grog from the vending-machine – pick it up in between punches! If you can't do it the first time keep trying each time you get thrown back to the machine.

THE FINALE

What now? Well, you had a struggle and a half trying to get that root beer so it's obviously important. Why not use it on LeChuck himself?



CONGRATULATIONS

...And celebrations! You've done it. I bet you didn't think you'd get there, did you? If you're like me, even though you've finished it you'll no doubt be returning to this game over and over. THE END.

GAME INDEX

MEGA-CD GAMES

BATMAN RETURNS
BY SEGA
PRICE: £44.99
REVIEWED: MT 19
The stars of the show in this game are the amazing 3D driving/shoot'em-up sections in which the Mega-CD's hardware is used to great effect as you blast The Penguin's henchmen from their vehicles. Plus you get the (largely unchanged) old cartridge platform Batgame too. Excellent!
MT RATING: 94%

BATTLECORPS
BY: CORE DESIGN
PRICE: £39.99
REVIEWED: MT32
You control a walking robot defending three moons from ruthless invaders. Great overall presentation and exciting gameplay make this one of the toughest games yet.
MT RATING: 90%

CHUCK ROCK II: SON OF CHUCK
BY: CORE
PRICE: £44.99
REVIEWED: MT 26

Chuck Rock junior was at a bit of a loss when his dad got kidnapped, so he sets out with a club as big as he is in this above average CD platform romp. The intro is brilliant and so is the in-game animation. There are quite a lot of brain-taxing puzzles as well.
MT RATING: 86%

DOUBLE SWITCH
BY: SEGA
PRICE: £44.99
REVIEWED: MT 27
Protect teenagers from the invading gangsters by setting off traps at the right time. Some of the traps are funny, but it soon gets repetitive. Stars Corey Haims and Deborah Harry.
MT RATING: 74%

DRACULA UNLEASHED
BY: VIACOM
PRICE: £44.99
REVIEWED: MT 27
Interactive adventure with lots of FMV, set after the events portrayed in Bram Stoker's classic masterpiece. It's just a shame that there isn't really much going on to hold your interest for long.
MT RATING: 62%

DRAGON'S LAIR
BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26
Similar to Mad Dog McCree, but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them! Decent graphics make this better than Mad Dog.
MT RATINGS: 85%

DUNE
BY VIRGIN
PRICE: £39.99
REVIEWED: MT 23
Graphic adventure with impressive talking characters and smart 3D flying sequences. Although there's nothing really taxing in terms of strategic scenarios or game plans, it's a playable interpretation of the David Lynch film.
MT RATING: 73%

ECCO CD
BY SEGA
PRICE: £44.99
REVIEWED: MT 21
CD re-tune of the underwater puzzling classic. The cartridge game plus an FMV intro, seven extra levels set in a sunken galleon, and improved sound FX thanks to Sega's Q-Surround sound system. If you haven't got the cart version, definitely get this.
MT RATING: 92%

FINAL FIGHT CD
BY SEGA
PRICE: £44.99
REVIEWED: MT 17
The famous one or two-player scrolling beat'em-up gives you all the fun of the arcade game on CD – all the levels, all the characters, all the bonus rounds...and a new time-attack mini-game too! What more do you want?!
MT RATING: 94%

GROUND ZERO TEXAS
BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26
Similar to Mad Dog McCree but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them!
MT RATING: 85%

HOOK
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16
The top-grossing film of 1991 turned into a platform game, in which Peter Pan has to fight, leap and fly his way past Hook's men. Nice graphics and plays quite well too.
MT RATING: 80%

JAGUAR XJ220
BY SEGA
PRICE: £39.99
REVIEWED: MT 16
Similar in style to EA's Lotus Turbo Challenge, this allows you to race Jaguar's super-car in tournaments or against a friend in split-screen head-to-head style. Also features a track construction option and smart music.
MT RATING: 87%

JURASSIC PARK CD
BY: SEGA
PRICE: £39.95
REVIEWED: MT 26
Once again the computer game hype machine went into overload, building up all expectations for this average adventure game. Initially the bad presentation is off-putting, but the game itself is quite involved.
MT RATING: 79%

KRIS KROSS: MAKE MY VIDEO
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16
Acting as a 'VJ', your aim is to splice together three constantly-running tracks of FMV to fit each of the three Kriss Kross songs and satisfy the whims of each caller to the Make My Video Show. Different and fun (for a while).
MT RATING: 80%

LETHAL ENFORCERS
BY KONAMI
PRICE: £74.99 (WITH ONE GUN)
REVIEWED: MT 22
Operation Wolf-style into-the-screen shoot'em-up, converted from the arcade game. Good fun, especially in two-player mode if you're both tooled-up with the special Konami plastic hand guns.
MT RATING: 80%

LUNAR THE SILVER STAR
BY: WORKING DESIGNS
PRICE: £39.95
REVIEWED: MT 27
This is by far one of the best CD games. It is a massive RPG with some fancy intermission sequences. One of the largest games ever.
MT RATING: 82%

MAD DOG McCREE
BY: AMERICAN LASER GAMES
PRICE: £44.99
REVIEWED: MT 26
Half-decent arcade conversion with loads of FMV, that puts you in the boots of a cowboy who is the only hope against Mad Dog McCree. Use a joypad or Menacer to blast your way through the various scenes.
MT RATING 61%

MICROCOSM
BY PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 25
'Fantastic Voyage'-style journey through an ailing president's body. Basically an into-the-screen shoot'em-up which is enjoyable but just not long-lasting enough.
MT RATING: 60%

MORTAL KOMBAT
BY: ACCLAIM
PRICE: £39.99
REVIEWED: MT31
The gory game finally made its appearance on the Mega-CD, but the wait wasn't worth it. It's basically the same as the cart version with a crappy intro and long pauses between levels and sometimes during the fight itself. The cart version is better and that wasn't particularly good anyway.
MT RATING: 69%

MY PAINT
BY: SADDLEBACK GRAPHICS
PRICE: £39.99
REVIEWED: MT32
Ho ho! This is great if you like watching grass grow or paint drying. Otherwise avoid like the plague.
MT RATING: 2%

MYSTERY MANSION
BY SEGA
PRICE: £39.99
REVIEWED: MT 29
Another grainy FMV title and like the rest it seriously lacks in the gameplay stakes. Lots of sampled speech, pleasant graphics but is way too easy to complete.
MT RATING: 65%

NHLPA HOCKEY '94 CD
BY: EA
PRICE: £39.99
REVIEWED: MT 27
Take one of the best sports games in ages, jazz it up a bit for CD owners, release it at a price cheaper than the original cartridge and you will have this.
MT RATING: 91%

NIGHT TRAP
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 17
The game that caused all the tabloid controversy is basically an hour and a half of fairly entertaining FMV footage. More B-movie shock than serious shock, with gameplay that mostly relies on trial and error.
MT RATING: 79%

PRINCE OF PERSIA
BY SEGA
PRICE: £44.99
REVIEWED: MT 10
Evil henchmen and evil traps are everywhere in this 12-level platform game in which you have to run, leap and swordfight on your way to releasing the luvly Princess of Persia. The brilliantly animated characters and cunning traps will grip you right from the start, but fine control and in-depth route-learning are required.
MT RATING: 70%

PRIZE FIGHTER
BY: DIGITAL PICTURES
PRICE: £49.99
REVIEWED: MT 28
If you fancy giving someone a good kicking then the basis for this one-player boxing game is a brilliant idea, although it's somewhat lacking in its implementation. Could do better.
MT RATING: 62%

RISE OF THE DRAGON
BY DYNAMICS
PRICE: IMPORT
REVIEWED: MT 29
Entertaining CD adventure game first seen on the PC a while back. Challenging gameplay, a few nice twists and crisp graphics and sound. All in all it's a fun game to play but it's sadly over all too quickly.
MT RATING: 88%

SECRET OF MONKEY ISLAND
BY: LUCASARTS
PRICE: £TBA
REVIEWED: MT 26
Point-and-click adventures don't come any finer than this. There are hours of swashbuckling fun here as you walk around Monkey Island trying to find out about the mysterious pirate, LeChuck.
MT RATING: 93%

SENSIBLE SOCCER CD
BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT30
Undoubtedly THE best football game of the century, but the best just got better with its conversion to the CD. Proves to be even more enjoyable than the cart (despite the gameplay being identical), thanks to crowd interaction, FMV and enhanced sound creating a

better atmosphere.
MT RATING: 96%

SEWER SHARK
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16
In this fast 3D into-the-screen shoot'em-up, your aim is to find your way through a vast maze of a sewer system, blowing away all the mutant ratagators in your way. Atmospheric when you get into it, but make one mistake and it's 'Game Over'.
MT RATING: 87%

SHERLOCK HOLMES: CONSULTING DETECTIVE
BY SEGA
PRICE: £44.99
REVIEWED: MT 16
Three chilling cases for Holmes and Watson to solve in this FMV extravaganza. A good idea nicely presented.
MT RATING: 79%

SHERLOCK HOLMES II
BY SEGA
PRICE: IMPORT
REVIEWED: MT 21
Same format as the first one, but the three cases are longer and the game comes on two CDs.
MT RATING: 84%

SILPHEED
BY SEGA
PRICE: £44.99
REVIEWED: MT 21
Undoubtedly one of the best games for the Mega-CD, although the gameplay is basically your 'spaceship blasting through enemy ships and meteorite showers' kinda thing. Stars of the show are the cortex-warping 3D graphics and smart Q-Surround sound.
MT RATING: 94%

SONIC CD
BY SEGA
PRICE: £44.99
REVIEWED: MT 21
More of the same Sonic-style gameplay, with CD-quality music and an animated intro thrown in. There's also a novel time-travel feature, but overall it's a disappointment offering, nothing radically new for Sonic-o-philes.
MT RATING: 94%

SPIDERMAN VS KINGPIN
BY SEGA
PRICE: IMPORT
REVIEWED: MT 24
Basically the same formula as the Spiderman cart game, but with a big 50 levels and more moves for Spidey himself. Plus there's a Q-Surround soundtrack and loads of animated cartoon intermissions.
MT RATING: 84%

TERMINATOR CD
BY: VIRGIN
PRICE: £49.99
REVIEWED: MT 26
The cart-based game wasn't really as good as everyone first thought, but it was much better than this. The FMV is from the film, but you can't tell – it looks so appalling. Run around shooting robots which eventually gets tiresome.
MT RATING: 69%

THUNDERHAWK
BY CORE DESIGN
PRICE: £44.99
REVIEWED: MT 22
The first game to really use the Mega-CD's 3D chips, and a highly impressive combat game it is, too. A fast and furious shoot'em-up featuring 3D effects that knock Nintendo's Mode 7 efforts into a cocked hat, plus a raucous rock soundtrack. A real 'must have' for Mega-CD owners.
MT RATING: 91%

TOMCAT ALLEY
BY SEGA
PRICE: £39.99
REVIEWED: MT 29
Marketed as an air-combat sim, but is just some nice FMV footage of planes exploding and cloud-splattered skies strung together to form more a CD-based movie than anything else. Quite different to other games of this style and if we admit it, quite fun at times.
MT RATING: 72%

WOLFCHILD
BY SEGA
PRICE: £39.99
REVIEWED: MT 16
A conversion of an old Amiga platform game, this puts you in the skin of an unfortunate chap who turns into a wolfman at regular intervals. Not bad, with lots of blasting, nasties and intricate locations to shoot your way out of.
MT RATING: 82%

WONDER DOG
BY JVC
PRICE: £39.99
REVIEWED: MT 12
Wonder Dog has just crash-landed on Earth and has to get back to his home planet by hopping around platforms and dodging hostile weirdoes. Great graphics and sound, but easy.
MT RATING: 82%

WWF RAGE IN THE CAGE
BY: ACCLAIM
PRICE: £44.99
REVIEWED: MT 26
Acclaim continues its wrestling series by releasing yet another game that is almost identical to the others. None of the CD's features have been used, apart from the obligatory atrocious FMV. Get Royal Rumble instead.
MT RATING: 72%

MEGA DRIVE A

AEROBIZ
BY: SEGA
PRICE: IMPORT
REVIEWED: MT 21
An airline management sim for the Mega Drive... and it's really good, too. Strategy buffs will cream over this!
MT RATING: 90%

ALADDIN
BY: SEGA
PRICE: £44.99
REVIEWED: MT 23
Probably the most gorgeous-looking MD platform game you're ever likely to see. It's very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes though.
MT RATING: 90%

ALIEN 3
BY ARENA
PRICE: £39.99
REVIEWED: MT 9
Nothing like the film of the same name, this game puts you in control of a mega-weapons-toting Ripley on a platform crusade to waste those aliens and rescue the cocooned humans. It has excellent sound effects, music, graphics and gameplay, plus it's challenging too.
MT RATING: 94%

ANOTHER WORLD
BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 14
A scientist is transported by a twist of fate and a particle accelerator to Another World, where he has to somehow evade death at the hands of evil spudhead aliens. It's a one-time trip, but the ace graphics and animation, and the way puzzle, adventure, platform and shoot'em-up action is combined make it worth it.
MT RATING: 86%

AYRTON SENNA'S SUPER MONACO GP 2
BY: SEGA
PRICE: £49.99
REVIEWED: MT 6
Update of the excellent 3D race game with extra tracks, better sounds, slightly tweaked gameplay and digitised pictures of Ayrton Senna looking decidedly grumpy. However, F1 World Championship has recently stolen this game's 'Best MD Racing Game' crown.
MT RATING: 90%

B

BARE KNUCKLE III
BY SEGA
PRICE: IMPORT
REVIEWED: MT 29
Next instalment in the Streets Of Rage saga that is surprisingly quite playable. Reasonable graphics with plenty of colour and your usual bouncy soundtrack. Not enough of a challenge. Look out for the official version which apparently boasts a few changes.
MT RATING: 90%

BARKLEY: SHUT UP AND JAM
BY: ACCOLADE
PRICE: £44.99
REVIEWED: MT 27
Playable basketball game that offers little in the way of real gameplay and tactics. It may be licensed and endorsed by a famous player, but it is just average.
MT RATING: 70%

BATMAN RETURNS
BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
Based on the second Batmovie, this pits Batman against Catwoman and The Penguin in a variety of platform beat'em-up scenarios with lots of levels and quite a lot to do. Action is very frustrating, though. Not for novices.
MT RATING: 76%

BELLE'S QUEST
BY: ACCLAIM
PRICE: £39.95
REVIEWED: MT 26
In an attempt to please both sexes, two Beauty and the Beast games have been released and they are both completely patronising. This is the girls' version and is all twee with lovey dovey pukey bits in. Having said that, Julian loved it because there is a fair bit to do, even though it is on the whole a bit too easy.
MT RATING: 78%

BIO-HAZARD BATTLE
BY: SEGA
PRICE: £39.99
REVIEWED: MT 11
Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects in this one or two-player blast. It features spectacularly gross graphics and good extra weapons systems.
MT RATING: 88%

BLOCK OUT
BY: ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: PRE-MEGATECH
A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. A totally addictive one or two-player puzzler.
MT RATING: 91%

BUBBA 'N' STIX
BY: CORE DESIGN
PRICE: £39.99
REVIEWED: MT 27
Unique platform adventure about a zoo keeper and his living stick. Negotiate the platforms and use the stick in a variety of ways to solve the different puzzles.
MT RATING: 83%

C

CASTLEVANIA
BY: KONAMI
PRICE: £44.99
REVIEWED: MT 26
The popular Nintendo series

makes a welcome début on the Mega Drive, and a darn good one it is too. Run around the platforms killing vampires and various other monsters in a bid to rid the world of Count Dracula and family. **MT RATING: 90%**

CHAKAN
BY: SEGA
PRICE: £39.99
REVIEWED: MT 15
Chakan is an undead swordsman who has to hack up all platform-based supernatural evil before he can settle down for an eternal rest. Excellent graphics and lots of variety in the later levels, but there's a bit too much challenge and not enough fun.
MT RATING: 73%

CHUCK ROCK II
BY: CORE
PRICE: £39.99
REVIEWED: MT 21
Chuck's club-wielding son is the star of this sequel to Core's original crazy caveman caper. Colourful, fun platforming with the same blend of humour and prehistoric sprites as the original, but nothing really new.
MT RATING: 86%

COMBAT CARS
BY: ACCOLADE
PRICE: £39.99
REVIEWED: MT32
A brave attempt to rival Micro Machines that sadly fails miserably. There is a two-player mode but the whole thing is just too hard.
MT RATING: 62%

CORPORATION
BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 4
A huge 3D adventure with a bit of shoot'em-up action, in which you have to get past the security robots in a high-tech office building. Good graphics accompany unusual and absorbing gameplay.
MT RATING: 87%

D

DAVID ROBINSON'S SUPREME COURT BASKETBALL
BY: SEGA
PRICE: £39.99
REVIEWED: MT 6
Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the on-court action. Strikes the right balance between realism and fast arcade action.
MT RATING: 83%

DAVIS CUP TENNIS
BY: DOMARK
PRICE: £39.99
REVIEWED: MT19
The best tennis game on the Mega Drive features super-fast gameplay, an excellent range of features – loads of players to play against, a good range of moves, different surfaces to play on and singles and doubles tournaments around the world to compete in.
MT RATING: 90%

DESERT STRIKE
BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 3
Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot'em-up with lots of variety, great graphics and terrific gameplay.
MT RATING: 93%

DRAGON
BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 32
Bruce Lee makes his Mega Drive debut in a three-player simultaneous fighting game that happens to be rather spiffing.
MT RATING: 85%

DRAGONBALL Z
BY: BANDAI
PRICE: £39.99
REVIEWED: MT31
Bizarre and completely off-the-wall fighting game that makes a change from the rest of the dross going around at the moment. Some of the special moves are so over-the-top it is untrue and the game in general reflects the Anime series quite well.
MT RATING: 75%

DRAGON'S FURY
BY TENGEN
PRICE: £39.99
REVIEWED: MT 1
Originally reviewed as Devil Crash (the Jap version), this is a pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks. Great graphics, sound and pinball feel.
MT RATING: 91%

E

ECCO THE DOLPHIN
BY: SEGA
PRICE: £39.99
REVIEWED: MT 13
Take the role of a dispossessed dolphin who has to solve the puzzles blocking your way in over 20 undersea mazes, in order to find your mates who have all mysteriously disappeared. The original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic.
MT RATING: 94%

ETERNAL CHAMPIONS
BY: SEGA
PRICE: £59.99
REVIEWED: MT 25
Rock hard one-on-one beat'em-up with massive longevity, although it loses out to Street Fighter II CE in the instinctive play and fluid combos departments. It's worth a look at if you are terminally bored with repeatedly defeating Bison, though.
MT RATING: 82%

EX-MUTANTS
BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes. Challenging and fun, it captures the atmosphere of the comic well, although the graphics are a bit cheesy.
MT RATING: 89%

F

F1 WORLD CHAMPIONSHIP
BY: DOMARK
PRICE: £44.99
REVIEWED: MT 20
This official Formula 1 game, featuring all this season's international tracks, is the best racing game money can buy. An incredible sensation of speed, a real racing 'feel', excellent sound and a smart two-player split-screen head-to-head option put it right up there in pole position on the grid.
MT RATING: 94%

F-15 STRIKE EAGLE II
BY: MICROPROSE
PRICE: £44.99
REVIEWED: MT31
A competent game but sadly the delay in releasing it makes it look very dated. This is a case of too little, too late. It's still fun though and any would-be Top Gunners could do worse than to have a gander at this.
MT RATING: 69%

FATAL FURY 2
BY: TAKARA
PRICE: IMPORT
REVIEWED: MT 30
Better than the original game with bigger sprites, animated backgrounds and more characters. However, it lacks real variety and the special moves aren't really all that special, leaving the game sadly lacking. Street Fighter II is old news now, but it still beats the crap out of Takara's newie.
MT RATING: 67%

FIDO DIDO
BY: KANEKO
PRICE: £39.99
REVIEWED: MT 26
After Cool Spot, another 7-Up character gets to star in his own game – this time it's Fido Dido's turn. The gameplay is quite varied with lots of weird and wacky sub-games, but some of the main platform parts can be quite frustrating.
MT RATING: 82%

FIFA INTERNATIONAL SOCCER
BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 24
Certainly the best footy game on the Mega Drive, probably the best on any system, FIFA is everything you could ever want from the game. Incredible animation, loads of spectacular moves, fine strategic options, great playability and the radical new 'Grandstand' isometric perspective make this a real classic. The sound helps to give a real 'big match' atmosphere too. At the end of the day football is the winner, Brian.
MT RATING: 92%

FLASHBACK
BY: US GOLD
PRICE: £44.99
REVIEWED: MT 18
Scientist Conrad Hart has to uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Prince of Persia-type puzzles and guard-shooting antics abound in the five levels, although finishing it doesn't take all that long.
MT RATING: 94%

G

GAUNTLET 4
BY: TENGEN
PRICE: £39.99
REVIEWED: MT 22
The classic coin-op finally converted to the MD, and it's not just arcade-perfect – it's arcade-better! You get not only the original version, but also three other modes and up to four-player simultaneous action too. A classic.
MT RATING: 94%

GHOSTBUSTERS
BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH
Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of unwelcome spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the entire city into the seventh level of Hell. It goes on for ages.
MT RATING: 86%

GHOULS 'N' GHOSTS
BY: SEGA
PRICE: £44.99
REVIEWED: PRE-MEGATECH
Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spooklings. Lots of platforms to jump around and plenty of extra weapons to pick up. Looks great, plays great, great music. Just great.
MT RATING: 93%

GODS
BY: MINDSCAPE
PRICE: IMPORT
REVIEWED: MT 11
Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots of other monsters in your quest to solve puzzles and generally embarrass the gods of Olympus. Excellent graphics with decent puzzle/shooting/platforming gameplay, although it is frustratingly difficult.
MT RATING: 89%

GUNSTAR HEROES
BY: SEGA
PRICE: £39.99
REVIEWED: MT 21
Mega-blasting arcade shoot'em-up action of the finest order, with ear-splittingly superb sound. One or two-player mayhem ensues as you blast your way through a variety of superb backdrops swarming with gangs of baddies. Incredible animation and a high degree of originality. **MT RATING: 95%**

GYNOUG
BY: SEGA
PRICE: £39.99
REVIEWED: MT 5
Angel Gynoug has to rid the underworld of all sorts of nasty demons in a horizontally-scrolling shoot'em-up with fast gameplay, lots of power-ups and spectacular bosses.
MT RATING: 91%

H

HARDBALL '94
BY: ACCOLADE
PRICE: £39.99
REVIEWED: MT32
A decent baseball game that for some reason doesn't seem to be as good as the others in the series.
MT RATING: 74%

I

THE INCREDIBLE HULK
BY: US Gold
PRICE: £TBA
REVIEWED: MT32
A semi-decent platform game that has nothing whatsoever in common with the licence that it is based on apart from the fact it has got that large, tough green bloke in it.
MT RATING: 82%

INTERNATIONAL RUGBY CHALLENGE
BY: DOMARK
PRICE: £39.99
REVIEWED: MT 19
This Kick-Off-esque Rugby sim allows you to play in the big three international RU tournaments – Triple Crown, Five Nations and World Cup. Just about all the rules of the sport are observed, and clever control devices make it easy to carry out more unusual moves, although the computer teams are a little too good.
MT RATING: 75%

J

J-LEAGUE PRO-STRIKER
BY: SEGA
PRICE: IMPORT
REVIEWED: MT 19
Until FIFA Soccer came along this was by far the best and easily the most playable football game available for the Mega Drive. It's the official game of the Japanese league, featuring all the teams and a choice of tournaments. The style is reminiscent of Kick-Off, but the graphics and player animation are miles better and the ball movement has been captured perfectly. It's compatible with the Sega Tap too, so up to four players can enjoy the high-energy footie action. The only drawback with this game is that all the text is in Japanese!
MT RATING: 93%

JEOPARDY
BY: GAMETEK
PRICE: IMPORT
REVIEWED: MT 30
Bizarre conversion of the television quiz show. God-awful graphics, even worse sound and about as much playability as a brick. Good

for those dreary family get-togethers though, but unfortunately the questions are all American-related.
MT RATING: 55%

JOHN MADDEN '92
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1
Electronic Arts' second American football game is arguably the best of the lot. A 3D pitch display and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you really are in the thick of the action. In fact, John Madden '92 is such a smart game that you are bound to enjoy it even if you don't care too much for American football.
MT RATING: 95%

JOHN MADDEN FOOTBALL '93
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12
Classic teams, more speech, battery save and extra moves are what this game has over John Madden '92. Apart from that, it is practically the same game, so don't consider buying this version if you've already got the other (unless you're a real gridiron nutter).
MT RATING: 88%

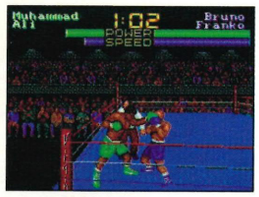
JOHN MADDEN NFL FOOTBALL '94
BY: ELECTRONIC ARTS
PRICE: £49.99
REVIEWED: MT 23
Gone is the original Park Place game engine, to be replaced instead by a tweaked version of the Bill Walsh College Football engine. In this version, over 50 NFL teams plus great teams from the past and John Madden's all-time great team are featured, but sadly the graphics and gameplay are inferior to previous versions.
MT RATING: 84%

JUNGLE BOOK
BY: VIRGIN
PRICE: £44.99
REVIEWED: MT 30
Excellent platformer based on the classic Disney film, but the game design is ripped straight from Aladdin and Cool Spot with almost identical animation. Good fun, but it's far too easy to have much lasting appeal.
MT RATING: 83%

K

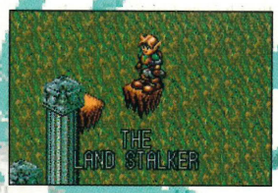
KING OF THE MONSTERS 2
BY: TAKARA
PRICE: £39.99
REVIEWED: MT31
Oh deary, deary me. The first one was bad and this isn't really an improvement. Big monsters fighting may sound like your cup of tea, but this is dreadful and completely boring. Avoid at all costs.
MT RATING: 69%

KLAX
BY TENGEN
PRICE: £34.99
REVIEWED: PRE-MEGATECH
This is an extremely playable, Tetris-derived puzzle game in which coloured tiles roll down a conveyor belt and have to be caught and tossed into a bin in order to make point-scoring patterns.
MT RATING: 85%



L

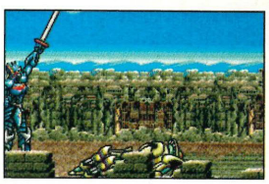
LANDSTALKER
BY: SEGA
PRICE: £59.99
REVIEWED: MT 23
The MD's answer to Nintendo's Zelda series, and an excellent graphic RPG it is too. Loads to explore, a brilliant story-line and loads of other stuff – basically it's excellent.
MT RATING: 93%



LEMMINGS
BY: SEGA
PRICE: £39.99
REVIEWED: MT 11
Get the suicidal Lemmings across obstacles and into their home in this conversion of the classic puzzle game which has all the features of the original and more levels.
MT RATING: 92%

LOTUS TURBO CHALLENGE
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12
Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Excellent split-screen two-player mode. The weather effects are nice, but as a whole the graphics could have been better.
MT RATING: 85%

M



MARIO ANDRETTI
BY: EA
PRICE: £39.99
REVIEWED: MT32
A very poor racing game from the same people who brought us Lotus and Road Rash. What a step backwards this is.
MT RATING: 40%

MARKO'S MAGIC FOOTBALL
BY: DOMARK
PRICE: £39.99
REVIEWED: MT 30
Variation on the Soccer Kid theme. Great cartoony feel with some gorgeously colourful graphics and fluid sprites. Plenty of levels but gets a little repetitive. Your average platform game with a football thrown in for good measure.
MT RATING: 73%

MAZIN WAR
BY SEGA
PRICE: £39.99
REVIEWED: MT 18
Dash along a series of levels, hacking apart anything and everything you encounter. You're presented with challenge after challenge, including some absolutely massive bosses. Could be better-looking, but it does play well.
MT RATING: 90%

MEGA-lo-MANIA
BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 13
Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build weapons and implements which help them conquer nearby races. Very easy to get into, and the quantity of features and quirky touches (such as the digitised speech) make it fun from start to finish.
MT RATING: 92%

MEGA TURRICAN
BY DATA EAST
PRICE: IMPORT
REVIEWED: MT 29
Nice Japanese style graphics with plenty of colour and detail. The gameplay is sadly repetitive due to a distinct lack of variety, once you die there's no incentive to continue, but it is enjoyable to start with.
MT RATING: 70%

MICK AND MACK: GLOBAL GLADIATORS
BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 15
Mick or Mack join up, somehow, with McDonalds (of international hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game. It's all a bit too simple to be interesting for very long, although the graphics are smart and gameplay is fast and jolly.
MT RATING: 81%

MICKEY MOUSE IN CASTLE OF ILLUSION
BY: SEGA
PRICE: £39.99
REVIEWED: PRE MEGATECH
Mickey Mouse has to rescue his missus, Minnie, from an evil witch by the name of Mizrabel in this cute and cuddly platform adventure with lots of Disney-esque monsters. It's very playable, but a bit easy to complete.
MT RATING: 84%

MICRO MACHINES
BY: CODEMASTERS
PRICE: £34.99
REVIEWED: MT 15
Simple but superb one or two-player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more. Tremendous fun.
MT RATING: 92%

MORTAL KOMBAT
BY: ACCLAIM
PRICE: £49.99
REVIEWED: MT 21
A faithful conversion of the incredibly popular coin-op, this is your typical one-on-one beat'em-up in a sub-Street Fighter style. Digitised fighters with easily pulled-off special moves, lots of corny gore via the well-known cheat mode and an excellent soundtrack make it enjoyable to play, but not quite in the same league as you-know-what.
MT RATING: 90%

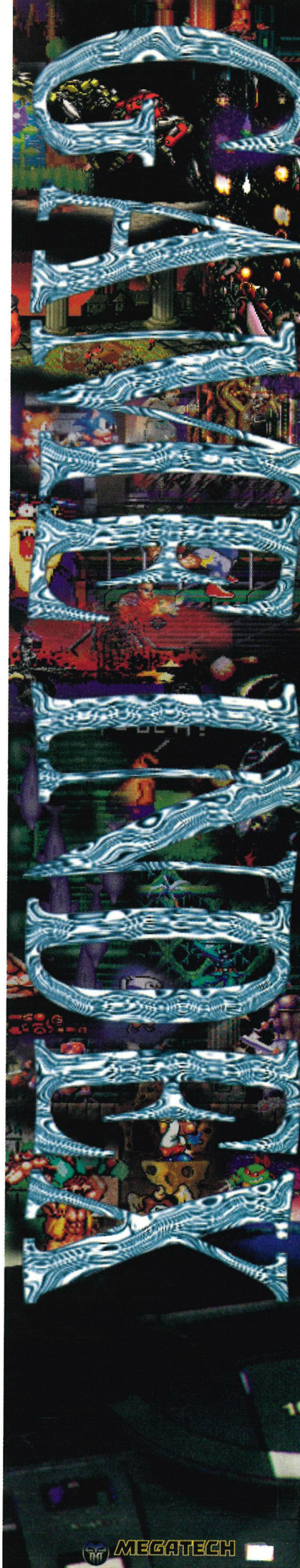
MUHAMMAD ALI BOXING
BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 15
Park Place (the original programmers of the John Madden and EA Hockey games) designed this boxing sim in which you can help the legendary Ali recapture his title by beating off nine other challengers. The 3D boxing ring graphics, the controls and the whole feel of the game capture the there-in-the-ring atmosphere better than any other boxing game.
MT RATING: 92%

MUTANT LEAGUE HOCKEY
BY: EA
PRICE: £44.99
REVIEWED: MT 27
Funny variant on the NHLPA games, where you can literally smash each other to death on the ice! Lots of obstacles and funny animation make this a great game.
MT RATING: 78%

N

NBA JAM
BY: ACCLAIM
PRICE: £44.99
REVIEWED: MT 27
Excellent action basketball game, especially in multi-player mode. A good conversion of an average arcade game.
MT RATING: 86%

NHLPA HOCKEY '93



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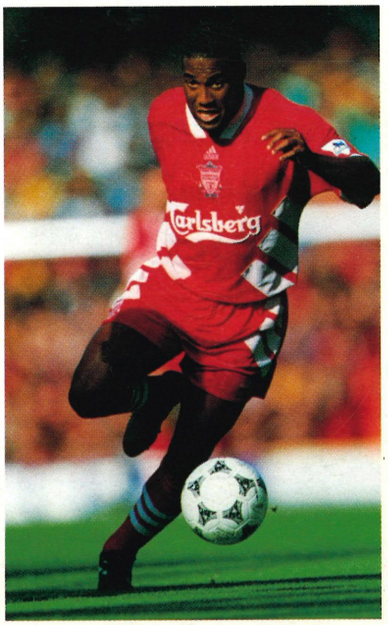

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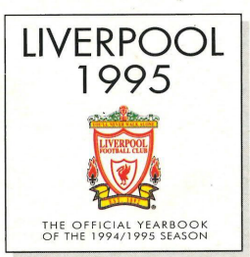

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